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INDEPENDENT SUPER NINTENDO MAGAZINE

# SUPER PLAY

ISSUE 37

NOVEMBER 1995

## SUPER BOMBERMAN 3

**Better than playing by yourself?**

## RETRO FEVER

Discover the appeal of old games

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**REVIEWED!**
Chrono Trigger
Mortal Kombat 3

**PLUS!**
Big sports game play-off!

**ULTRA 64**
The latest and hottest news – inside!


**ANIME WORLD • P20**
The sci-fi worlds of Masamune Shirow exposed.

**LIVE FROM HELL CITY • P24**
Look to the future with a visit to Famicom Earthworld.

**FANTASY QUEST • P20**
Buckle up those mobile suits – Front Mission's back.

**IRRESPONSIBLE PICTURES • P20**
The UK release of the Street Fighter anime arrives!

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SUPER PLAY

NOVEMBER ISSUE 37

Editorial & Advertising Offices:
*Super Play*, Future Publishing Ltd,
30 Monmouth Street, Bath BA1 2BW.
Tel: (01225) 442244 Fax: (01225) 446019

EDITORIAL
**Editor:** Alison Harper
**Art Editor:** Ollie Alderton
**Deputy Editor:** Tony Mott
**Designer:** Wil Overton

ADVERTISING
**Advertising Manager:** Louise Alexander
lalexander@futurenet.co.uk
**Business Development Manager:** Jackie Garford
**Sales Executive:** Claire Eastwood
**Product Manager:** Tamara Ward
**Advertising Production:** Tracy O'Donnell
**Advertising Design:** Claire Russell

PUBLISHING
**Publisher:** Colin Campbell
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LITTLE HELPERS

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Future PUBLISHING

# THE SUPER PLAY EDITORIAL

# from the BIG CHAIR

**Our full contents listing starts just over the page**

Another issue and another sermon from the place they call the Big Chair. Which, fellow readers, happens to be my desk, crammed into an ever decreasing space as the office bulges and pulsates under the growing number of new releases in the SNES world's run-up to the festive season.

We have just learned that on its first day on sale in the States, *Killer Instinct* has become the fastest-selling Nintendo game ever. An incredible 150,000 games were sold in the US in just one day.

And if you think that's impressive, check out the sales of *Yoshi's Island* which sold over one million copies on the day of its release. By the time you read this, Nintendo estimate that the game will be sitting comfortably in over 1.5 million SNES' across Japan. A truly mind-boggling amount, which knocks even the Stateside sales of *Killer Instinct* into the shade.

All this convinces us that whatever the Doubting Thomas' of the games world might say, there is life in the old SNES yet. Wu-hoo! New-fangled games machines are all well and good, but the SNES is where it's at – it's only now that some of the best games ever are being realised by programmers. Which leads me nicely on to this month's issue...

Even more of the year's biggest releases adorn our pages, with *Super Bomberman 3*, *Mortal Kombat 3* and *Chrono Trigger* leading the reviews section. There's also a bit of a footy special with a review of *FIFA 96* and news of all the other footy games, including *International Superstar Soccer Deluxe*, kicking their way onto SNES' across the country.

In addition to all the current greats, we're also taking a look at the attraction of – believe it or not – old games. Discover the appeal of retro gaming. Some of the games compendiums being released offer great value and will give you a taste of games gone-by.

So, if you'd care to turn the pages of *Super Play*, this month you'll discover the world of gaming past and present. See you soon.

**Alison Harper**
**Editor**

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

# CON

## REGULARS


SUPER EXPRESS..... 6

ANIME WORLD..... 20

LIVE FROM HELL CITY..... 24

GAMEFREAK..... 62

MODE 7..... 64

SUPERMARKET..... 68

PLAYBACK..... 70

FINAL FANTASY FORUM..... 74

IRRESPONSIBLE PICTURES..... 78

SUBS/BACK ISSUES. 78

NEXT MONTH..... 82

DOOM PLAY GUIDE ● p58

It's the first of two instalments of *Super Play*'s ultimate guide to surviving the bloody labyrinths of *Doom*.

4

NOVEMBER 1995 ISSUE 37

ABC: 37,747*

*We are STILL Britain's best-selling independent Super Nintendo magazine!

## GAMES REVIEWED THIS ISSUE


FIFA '96 ● p32

MORTAL KOMBAT ● p34

BOMBERMAN 3 ● p38

NHL '96 ● p41

CHRONO TRIGGER ● p42

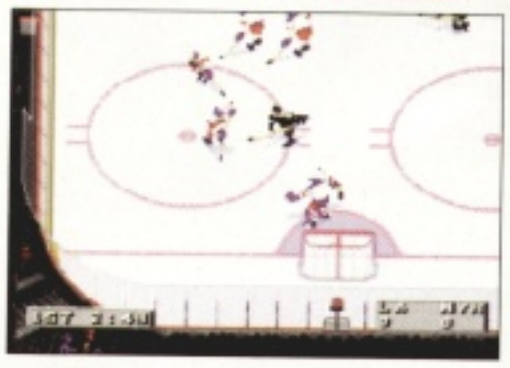
KINGDOMS IV ● p46

FOREMAN FOR REAL ● p48

NBA LIVE '96 ● p50


page 34

page 41



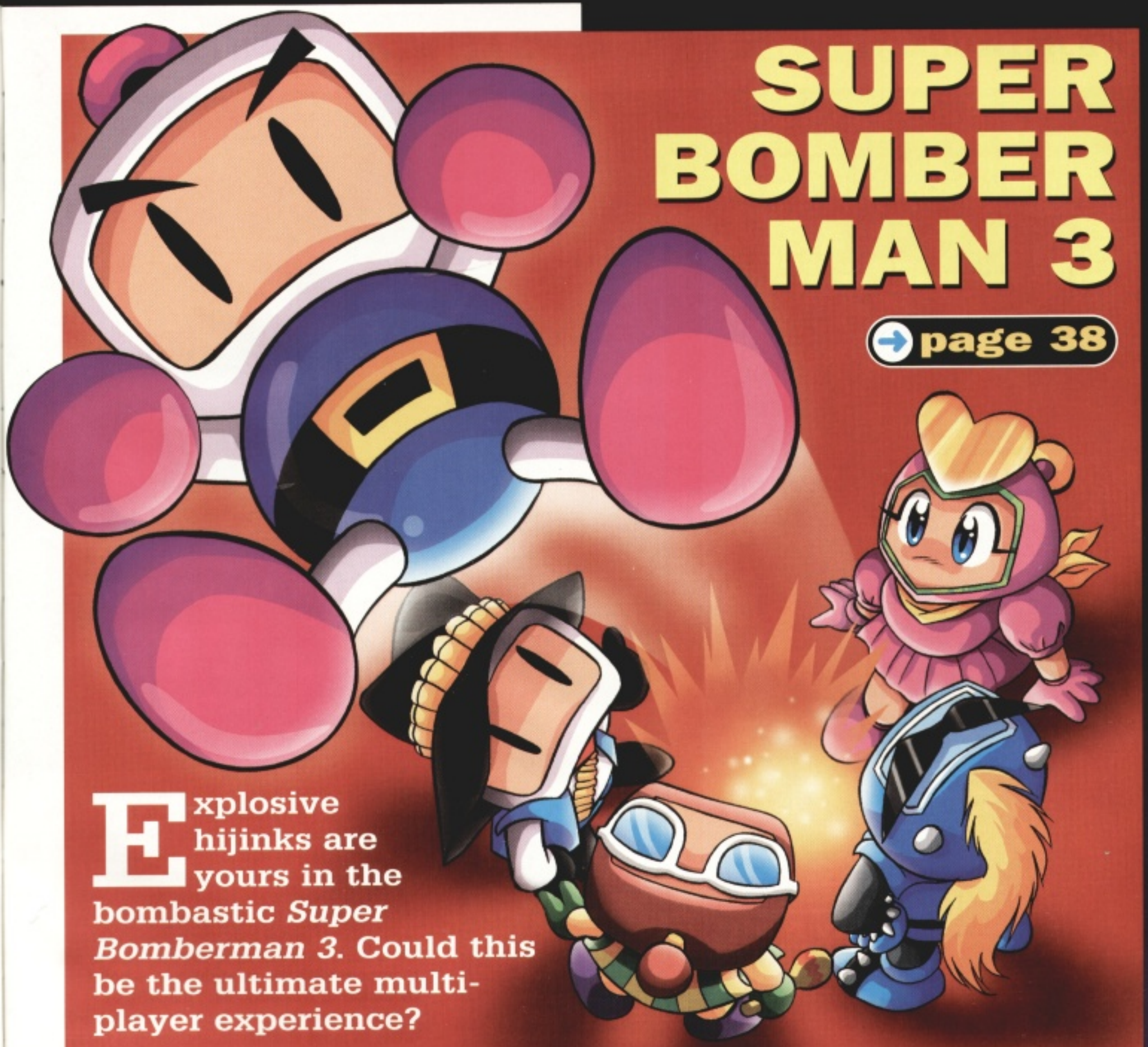
page 50

page 42

# I TENTS

ISSUE 37
NOVEMBER
1995

UE
34
START
KANG
41
50
42



# SUPER BOMBER MAN 3

page 38



**Explosive hijinks are yours in the bombastic *Super Bomberman 3*. Could this be the ultimate multi-player experience?**

## FOOTBALL CRAZY!

This season sees yet another kicking crop of footy games. Turn to the *Super Play* Football Special on page 28 to discover which are the soccer stars to have been signed up for action this year.

## RETRO GAMES

Retro fever has taken the world by storm. *Super Play* takes a step back in time to discover what all the fuss is about...

# SUPER

## NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

Yes, they're back! By popular demand and the appearance of a polaroid in the office, we bring you those intimate moments with the *Super Play* team that you love so much. This month we invite you to jump on the Bath tour bus and take a visit to where we work.

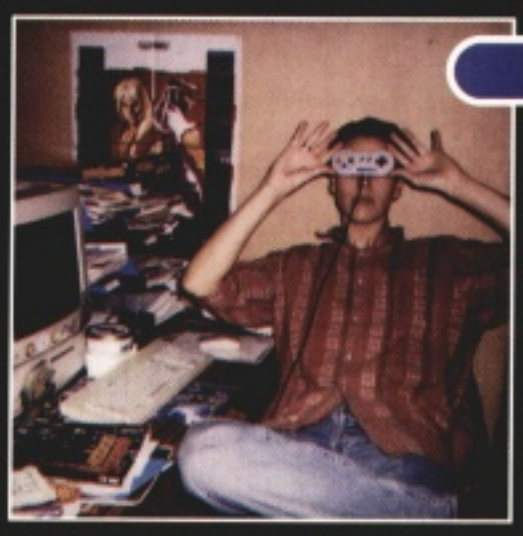
## PROFILES

### Alison Harper

This month, Alison's desk is an oasis of calm in the tip that is the *Super Play* office. With only a copy of French mag *Ultra Player*, the remnants of a raid on Boot's food counter and a bizarre bean-bag balloon man for company she secretly hides copies of *Killer Instinct* and *Doom*, from the grasps of *Total*, in her desk.

### Ollie Alderton

It's a hectic life for the manager of a fantasy football team, but Ollie deals with phantom transfers for huge, non-existant, amounts of cash with consummate ease. Combine this with frantic nights of pogoing at gigs by obscure punk bands and you'll understand why some of *SP's* pages look like they do.

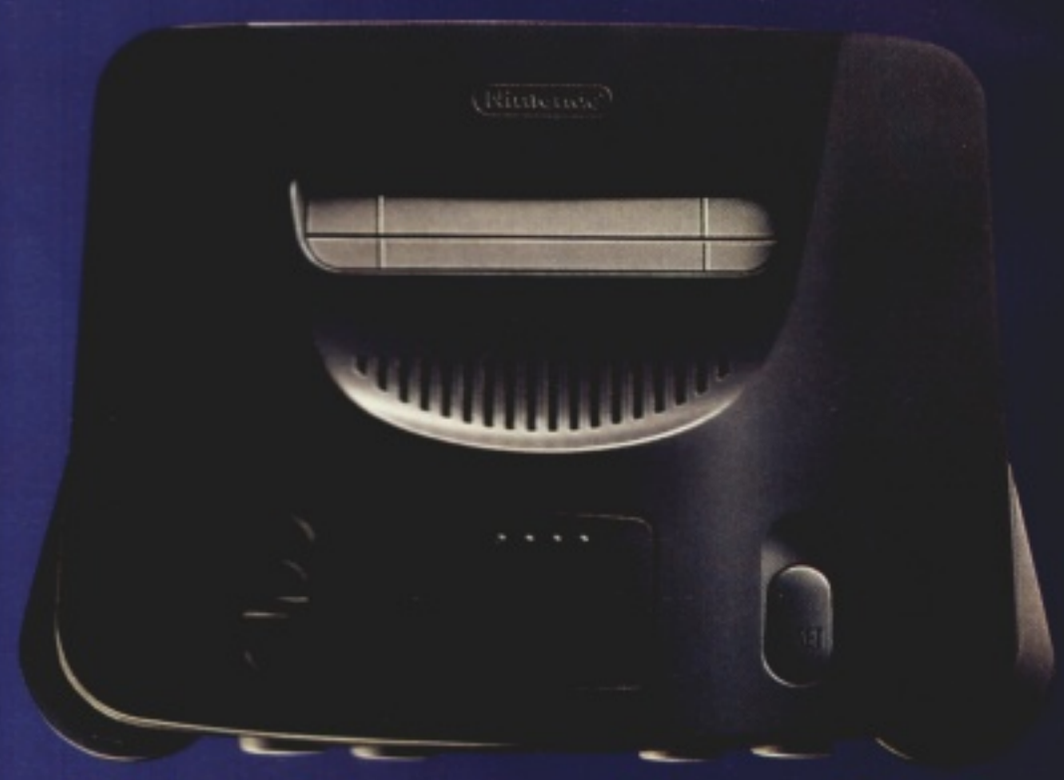


### Tony Mott

Known by the games playing fraternity as 'piano fingers', Tony likes nothing more than to hide away small gaming goodies in his packed in/out tray. Sheets of *Samurai Showdown* stickers and *Final Fantasy* figures have been sometimes known to accidently drop to the floor. It's a gamers heaven!

### Wil Overton

The corner of the office where even the distinctly odd cleaning ladies fear to hoover. If you can't find the latest issue of a Japanese gaming mag or are wondering just where that poster of Tokimeki Memorial went to, then chances are that they're buried somewhere in the Japanophile rubbish tip that is Wil's desk.



## When it comes to writing Christmas lists, the Super Play team know what they want stuffed in their stockings...

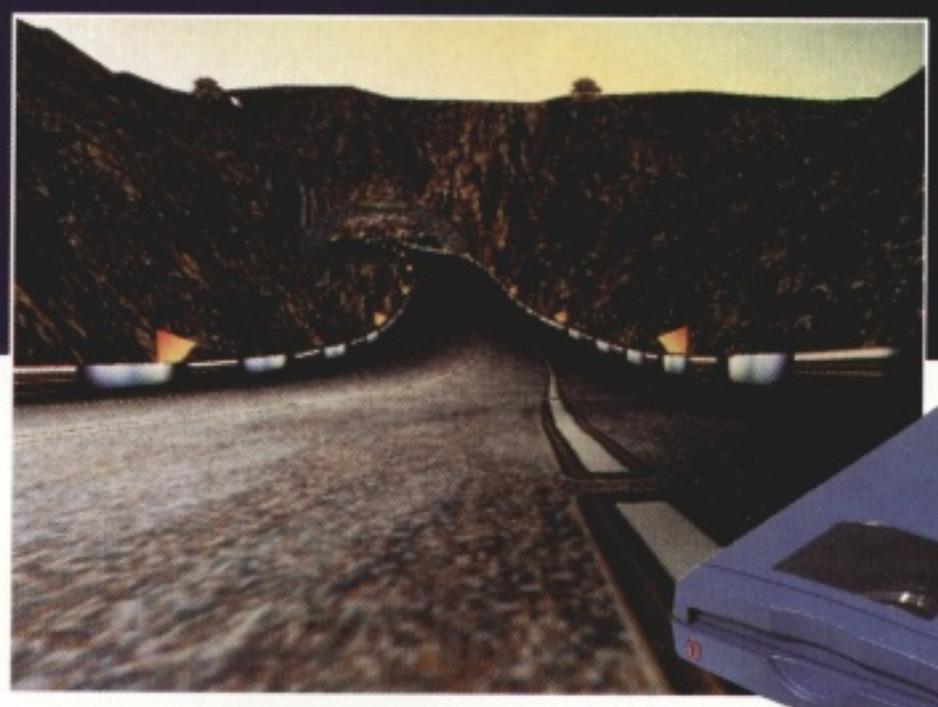
The Japanese model will certainly carry a different logo to this version, and may even have been redesigned from scratch.

**Following rumours stretching back some six months, Nintendo have officially confirmed that the Ultra 64 will go on sale in Japan in December. It will, however, undergo a name change for the Japanese market. The much-derided Ultra tag had already been dropped in favour of the more progressive-sounding Ultra Famicom, but now the machine is set to appear with the straight-to-the-point monicker of Nintendo 64. This will, of course, mean that the Japanese model will differ at least slightly in appearance from that of the UK and US models, with some industry pundits suggesting that the machine has undergone a secret complete overhaul behind the closed doors of Nintendo of Japan.**

Despite rumours that Nintendo have had problems with getting the finished hardware design ready in time for a pre-Christmas launch, the company has encountered little resistance, apart from a collective cry from the many Japanese software publishers who are currently commited to the Super Famicom. Apparently their aim was to sell in excess of one million 16-bit carts before the 64's launch, and they're concerned that the impending new hardware will prevent this happening. But Nintendo are sticking to their guns, and you'll be able to pick one up on the streets of Tokyo in December.

One source, who has seen the final hardware in action, has divulged that it even

# ALL WE WANT FOR XMAS



The Ultra 64 will be able to handle this real-time Onyx demo with ease, according to those in the know. Hmm.

The NU64's 'Bulky Drive' will have a similar spec to Iomega's popular Zip Drive (below), which works with Apple Macintosh systems.

surpasses the power of an Onyx workstation in some respects, and that it makes the PlayStation and Saturn look like 8-bit systems by comparison.

So forget socks, pants and Hai Karate aftershave, this is what you want to find under the tree come yuletide. The only problem is that it's going to be the most sought-after console ever to be launched in Japan, and the first batch of imported machines will therefore sell at around the £500 mark. So start either saving or being especially pleasant to close relatives...

## THE 'BULKY' DRIVE

**Nintendo have also announced that they will be showing their NU64 storage system – the tentatively titled Bulky drive – at Shoshinkai in November.**

**The add-on is designed to work as an alternative format to the cartridge system which the machine uses as standard. Each custom 4" magnetic disc (reminscent of Sony's minidisc format) is planned to hold roughly 100-150 megabytes, which will be retrievable at two megabytes per second, some eight times faster than the retrieval rate of both the Saturn and PlayStation. What's most interesting is that the discs will be writable, enabling users to store saved games and suchlike directly to them without having to resort to the external cartridge memory systems of Sony and Sega's machines.**

**Nintendo hope to put the system on sale for around the $200 mark sometime next year. Its development proves that, despite Nintendo's insistence on the long-term viability of cartridges, large-scale storage is where they ultimately aim to go.**

THE GAMES

### CPU

MIPS R4300 (custom) running at 100+ MHz
RISC-based 64-bit 'Reality Immersion' running at 100+ Mhz

### Video output

RF, RGB, HDTV compatible

### Audio

Stereo 16-bit
44.1 Khz sample rate
64 channels (Pulse Code Modulation)

### Memory

3 Megabytes on-board RAM
Custom Rambus DRAM system running at 500 MHz, capable of handling 500Mbytes/sec

### Real-time graphics capabilities

60,000-100,000 polygons per second (depending on complexity) incorporating texture mapping, light-source shading, gourad shading, phong shading, morphing, anti-aliasing, tri-linear mip map interpolation
Object scaling, skewing and rotation
Transluscency

### Controller

Traditional digital D-pad (left) and analogue thumbstick (centre)
Six standard fire buttons
Two shoulder buttons
One 'trigger' button on underside

### Games

Cartridges starting at 32Mbit, going up to 64Mbit as standard (256Mbit maximum capacity). Compression system runs at 3:1 ratio to give minimum decompressed game size of around 100 Mbit.

# ULTRA 64 SOFTWARE

There is a pile of software on its way to the NU64 but very little hard facts concerning the games themselves. But we've taken upon ourselves to forecast which games are set to be the most interesting on the system, and given each a rating relative to just how much it has our interest piqued.

## Confirmed in development

### Killer Instinct 2* Rare/Nintendo

Rare have learned a lot since developing the original game, and you can bet your younger relatives that it'll shine through in the sequel. Popular opinion suggests that this will be a totally new game with 3D stages and textured-polygon fighters, but the easy option – which should in no way be discounted – is a mightily enhanced version of the 2D original i.e. with plusher backdrops, slicker animation and enhanced characters.

8

### Ultra Doom* Williams

There's little doubting the quality of subject matter here: *Doom*, in any incarnation, is going to be a very strong game. The NU64-specific version, unlike that of any other format, will have true polygon-generated nasties, bigger and more detailed levels, and a couple of new weapons thrown in (including at least one that's a bit special, apparently). The machine's superior 3D abilities will also allow for a more realistic game, with none of the blockiness that has marred earlier versions. The only point of concern is Willams' relative lack of 3D experience.

9

### Monster Dunk Mindscape

Perhaps the most surprising announcement of all the releases planned for the machine, Mindscape's fantasy basketball game is also one of the least looked-forward-to of all NU64 games. Mindscape's track record is some way off awe-inspiring, after all.

7

### Ultra Mario* Nintendo

It's anyone's guess as to how this is going to manifest itself in 3D form, but have you ever seen an unimpressive Mario starrer? Exactamundo.

9

### Red Baron* Sierra On-line

Sierra's experience of flight sims is firmly established, having produced the *Aces* series on the PC, and Red Baron will be a similarly structurally sound experience. What we can't quite get excited about is that here is the cutting edge of videogame technology offering us the chance to pilot rickety old biplanes and suchlike. At least it'll offer seat-of-the-pants gameplay, though, and there won't be lots of dials and guages to worry about.

6

### Robotech Academy Gametek

Another company with a less than stonking track record are Gametek, but they're reportedly making great progress with this, a game based on the American rehash of the Japanese anime trilogy. Gametek's stills certainly look impressive enough, but gameplay still has an question mark lurking ominously over it.

7

### Top Gun: A New Adventure* Spectrum Holobyte

Having produced some of the PC's most successful serious flight sims, including the massively popular Falcon, Spectrum Holobyte have turned their hand to the instant gratification market with *Top Gun*. The yet-to-be-released PC version of this is immediately playable with kills coming thick and fast, and the NU64 adaptation will have a much higher level of air and ground detail. We can do without a real-time 3D Tommy Cruise, though, it must be said.

7

### Turok The Dinosaur Hunter* Acclaim

One of the first third-party NU64 games announced, *Turok* will make the best use yet of Acclaim's dedicated motion-capture studio facilities to create ultra-realistic character animation. It will be either a 3D beat-'em-up of staggering proportions or a massive arcade adventure-type thing. We're betting on the latter.

6

### Stacker Virgin

Virgin's first NU64 effort (of at least half a dozen planned, apparently) will be... a... puzzle... game. The smart money's on *Stacker*'s gameplay involving, well, stacking things, in a *Klax*-style game environment. How is it possibly going to make full use of the NU64's unparalleled graphics capability? We're stumped there, frankly.

5

### Ken Griffey Jr. Rare/Nintendo

It's baseball. In amazing 3D. That's all we can be bothered to let on, frankly.

6

### Cruis'n USA Deluxe* Nintendo

We've been hearing special things about the dedicated version of Williams' coin-op underachiever, but the most concrete details concern totally revamped graphics, new vehicles and faster gameplay.

8

### Shadows of the Empire* (Star Wars Trilogy) LucasArts

In the words of NOA chairman Howard Lincoln: "The story will extend the original Star Wars universe with a new plot and new characters. As I understand it, you play the part of a young rebel who holds the fate of the Jedi Knights in his hands. George Lucas is very excited to be working with a technology that allows for a true, seamless 3D experience". While it's a new story, though, many of the familiar Star Wars elements will appear in the game.

9

### Ace Driver Namco

Though not nearly as big a hit with arcade-goers as *Ridge Racer*, *Ace Driver* is nevertheless very impressive graphically, and the NU64 will have little problem reproducing it in the home. Expect some major updates in Nintendo version.

7

### Final Fantasy Square Soft

Contrary to reports elsewhere, Square Soft won't have their NU64 *Final Fantasy* ready for release with the machine. But it'll be worth the wait: the finished version will be as impressive as the demo shown at Siggraph at the very least.

9

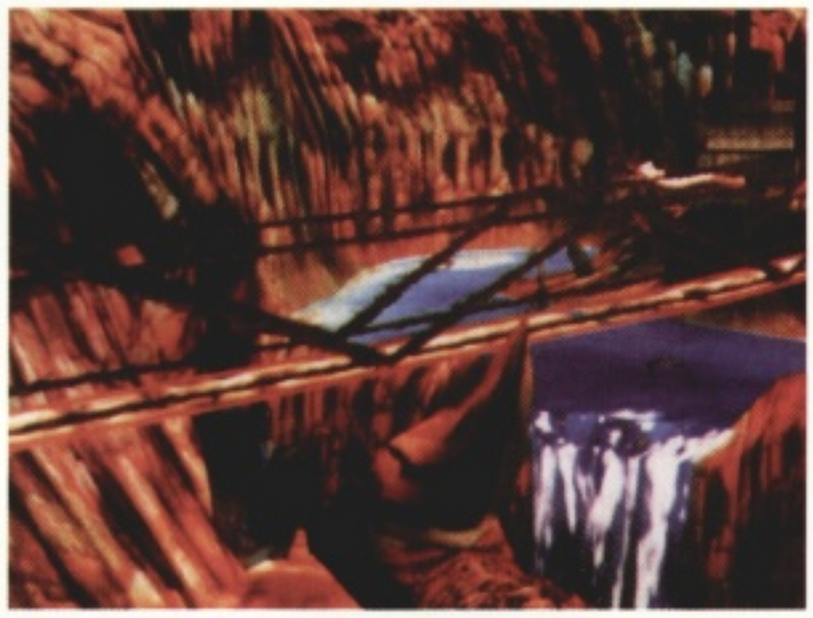
### Goldeneye Rare/Nintendo

Now an Ultra 64-only game (the SNES version was dropped for some reason), *Goldeneye* is another title that will make extensive use of motion-capture technology to bring a bit of convincing, if you will, Bondage to the machine. Robbie Coltrane's in the film itself, which begs the question: will they not run out of polygons trying to render his gut?

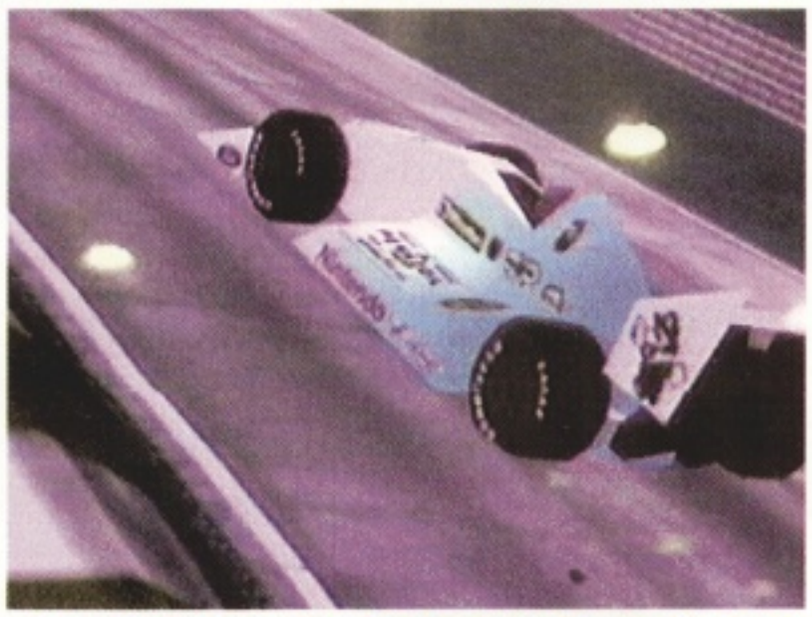
8

What we can expect from NU64 *Final Fantasy*.

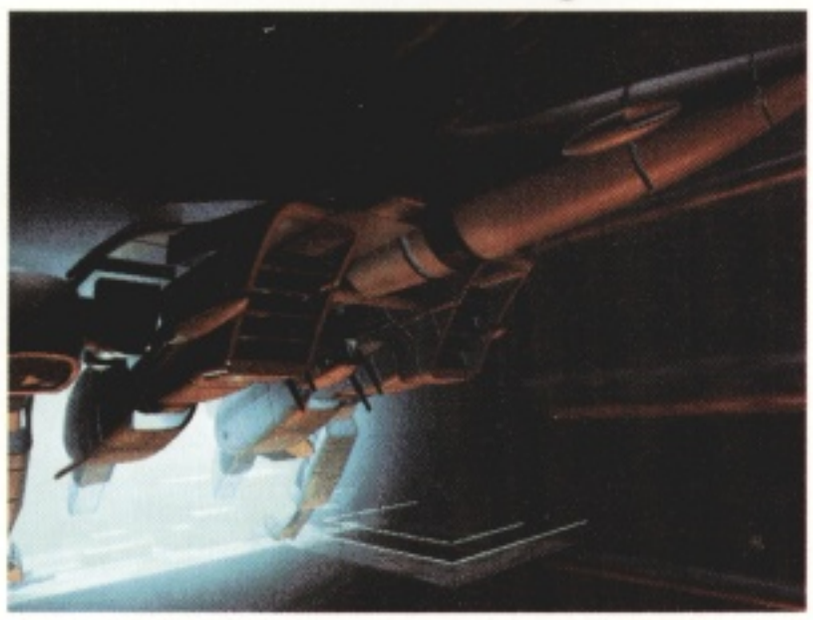
Namco's *Ace Driver* coin-op is set to be improved for the NU64.



Images of this quality are on their way to the NU64 from Angel.



One of the many SGI/Nintendo Onyx demos. Can you spy Mario?



This *Robotech* intro sequence hints at the NU64's power.

r the NU64.

rom Angel.

spy Mario?

64's power.

# NU64 DEVELOPERS
## NO GAME YET ANNOUNCED

### Software Creations

With a string of 16-bit titles behind them including *Plok!* (excellent), *Tinstar* (average) and *Foreman For Real* (really rather awful), Software Creations' have an uneven base upon which to build 64-bit software. But, being the system's sound tool developers, they've had development kits for as long as the other big NU64 players, so they've had lots of time to get their heads around the system. Their first title is rumoured to be *Solstice III*. Yippee.

8

### Angel Studios

Of all the ex-Silicon Graphics specialists approached by Nintendo to work on their new machine, Angel have perhaps the most potential, having produced the stunning video to the Peter Gabriel track Kiss The Frog and a host of animation sequences featuring fantastical worlds that could easily be transferred over to the NU64.

8

### DMA Design

DMA's only Nintendo-specific game so far has been Unirally, which, though picked up to be published by Nintendo themselves, is hardly one of the SNES's best games. What DMA's game won't be is a conversion of the recently unveiled *3D Lemmings*.

7

### Paradigm

Given Paradigm's experience in the high-end simulation field, this should at least provide a realistic game environment. Their background in flight simulations, and the fact that Shigeru Miyamoto has worked closely with the project, has led many to claim this will be *Pilot Wings 2*, but that's most likely just wishful thinking. It'll be a looker for sure, but may well turn out just a bit too on the serious side to be as good as a true *Pilot Wings* sequel.

7

### GTE Interactive

American communications giant GTE have so far only dabbled in videogames with the ultimately unimpressive PC beat-'em-up *FX Fighter*, developed in the UK by Argonaut. Their forté would lend itself to multi-player networked games, and it's their involvement should help Nintendo to achieve their longtime ambition of a vast network of homes linked together via Nintendo consoles and satellite/terrestrial communication systems. GTE's NU64 game is one of the least known about of all the announced line-up.

7

### Shiny Entertainment

Dave Perry's crew are best known for their 2D work, and at the very least it'll be *interesting* to see what they can achieve in 3D. Their game, put together by a hand-picked team of experts in the third dimension department, will have not a worm in sight, they promise.

8

### Capcom

Though only recently involved in NU64 development, there's already talk of Capcom producing a polygonal beat-'em-up using their *Darkstalkers* characters. It is, for sure, difficult to imagine them producing anything other than a fighting game.

8

### Konami

There's hardly a month goes by when we don't champion Konami, so we hardly need say we're looking forward to their effort(s) just as much as Nintendo's. What's in store? 3D version of *Axelay*, *Super Contra* and *Castlevania*, we hope.

9

## UNCONFIRMED

### Ultra Metroid Nintendo

The *Metroid* series is the work of Gumpei Yokoi's team, and with the design of the Virtual Boy hardware long behind them, Ultra 64 software must be on the cards next.

9

### Ultra Mario Kart Nintendo

If there's one game every player gamer in the land is screaming their lungs out for, it's this. And a Japanese source recently claimed that it is indeed in the offing – with Shigeru Miyamoto at the helm, naturally – and will feature courses with corkscrews, loop-the-loops, and some underwater sections. Coo.

9

### Starfox X Nintendo

We gather that Nintendo and Argonaut are no longer the close pals they once were after the SNES *Starfox 2* episode – the game was delayed, then had its release put back, and was finally cancelled. The *Starfox* characters remain strong among Nintendo's stable of stars, though, and a 64-bit *Starfox* is a certainty. The programming and design of the game could well be handled solely by Nintendo this time.

9

### F-Zero Extreme Nintendo

Another *must* for the machine, with everything you've ever daydreamt would be in it, in it. Tunnels? Banked curves? Weapons? Very probably.

9

### SquareSoft USA's game

Square Soft's Japanese development deal with Nintendo is likely to carry over to the US, where the *Secret Of Evermore* team already have SGI experience. Whether it'll be a 64-bit Evermore sequel isn't known, but the game would be big news come the US hardware launch in April.

7

* These are the ten games most likely to be shown along with the machine's launch at Shoshinkai.

With performance of anything up to four times that power of an Onyx; all games running at 60 frames per second; and killer games like *Final Fantasy*, the Ultra 64 will crush 32-bit machines instantly.


KONAMI

INTERNATIONAL SUPERSTAR SOCCER DELUXE

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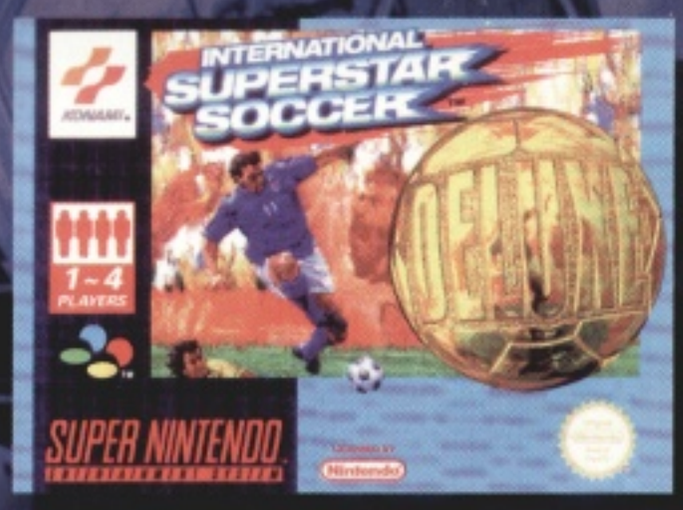
You need BALLS to play this game...




The sequel to the "best ever" soccer game is about to hit the pitch. **ISS - Deluxe** is heading your way and when it arrives it'll kick every other footie game into touch.With realistic sprites making 36 teams of recognisable celebrity players, increased CPU intelligence, over 40 brand new features and an incredible four way play option - the question is to you have the (foot)balls to play?

**New teams, new players, new stadiums, new strategies and new techniques - we've even got some new balls! The future of 16bit soccer is coming.**

It's Outstanding!

Release Date: 17th November 1995 SUPER NINTENDO ENTERTAINMENT SYSTEM

# BLISTERING BARNACLES

## Tintin in Tibet

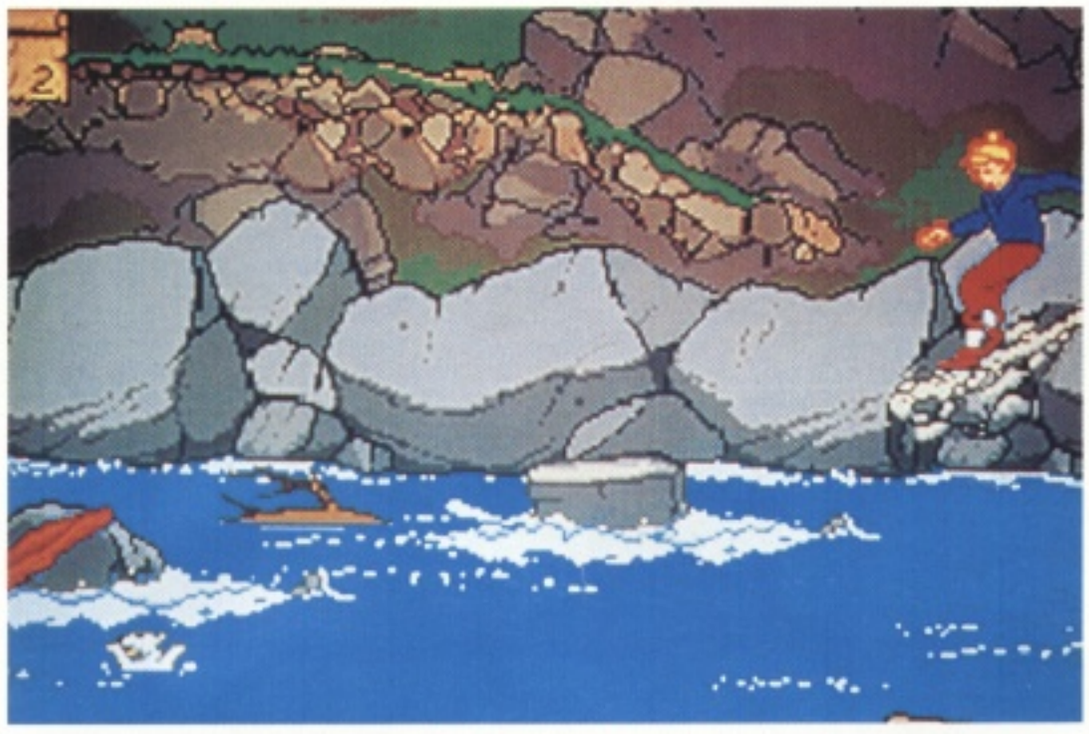
Infogrames • 16 Mbit

Here you have to control Tintin *and* Captain Haddock to ensure they don't come to a gruesome end.

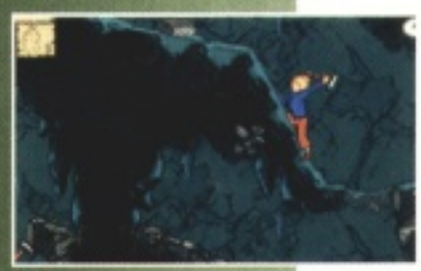
**There have been 24 Tintin graphic novels, 36 episodes of the Tintin cartoon series and three Tintin animated features. And there's about to be one *Tintin* SNES game, courtesy of our garlicky but nevertheless talented chums across the Channel at Infogrames.**

It is, as has been just about every French console game in recent memory, a platform game. But, being a French console game, it's a platform game with a hint of something a bit different. Infogrames' in-house team have proved that, unlike their equivalents in the UK and the States, they're always willing to throw in a new style of gameplay or clever effect or something just plain slumber-alleviatory to break the mundane that makes its way into just about every game involving jumping between two points set in mid-air. *The Smurfs*, for example, was one of theirs, and, while not a truly exceptional game as a whole, it was a sparky game. Even *Obelix*, another ultimately underachieving Infogrames effort, has a sheen-like presentation throughout that's easy to overlook, but equally difficult to find in many other SNES platformers. *Tintin in Tibet*'s contributions to the drawer marked Luvverly Bits include a multi-planar playing field. On the less action-heavy levels of the game, which usually find the Tinster and his cronies – of which Captain Haddock, Snowy and the Thomson Twins number – discovering and piecing together information in order for the adventure to progress, Tintin moves through three levels of scenery. There's the expected sort of background level, where the one of blond cowlick hairdo is the size generally accepted in games of this type; there's the mid-level version; and finally there's the foreground, where all characters appear enormous, and quite convincingly cartoon-like.

Even the sweat on Tintin's brow is faithfully recreated.



Ahh, torrents of great torment in the heart of Tibet. Go, Tintin, go!



Even in such wild terrain, Tintin never has a hair out of place.

Caghouls – a legendary and best forgotten fashion accessory.

Because the game follows the plot of the existing *Tintin in Tibet* graphic novel, there is an obvious opportunity for a bit of snowbound mountaineering, and this, too, reveals an entertainingly unorthodox approach. Tied by line to Cap Had, you have to negotiate rock faces by manoeuvring to anchor each climbing-party member to a sturdy hold, then swing between ledges. It all looks like a lot of fun, and compared to outwardly similar sections in both *Cliffhanger* and *Speed Racer* it starts to look wondrous.

Infogrames are promising 13 levels, 650 frames of animation for Tintin himself, and many different items to collect and make use of throughout the game. Apparently the geezers over at Herge (where they produce the original graphic novels) were extremely fussy during the game's development, insisting that each and every frame and every single background image be polished to match the true artwork as closely as is SNES-ily possible. This, coupled with the fact that, after so many attempts at the comic-book character to videogame translation scenario, Infogrames have got to get it right on the button soon, bodes exceptionally well. Barring any kidnappings, smugglings or foreign plots of Tintinian proportions which might affect us in the meantime, we'll have a review next ish.

There's a nice comic strip feel to the game between levels.

# THE BIGGEST GAME OF 1996?

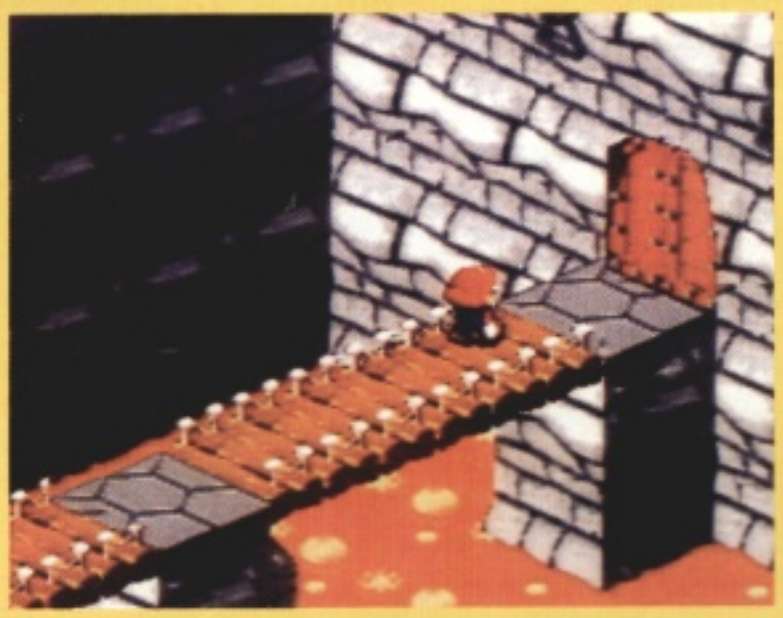
Yoshi is revealed as the latest character in *Super Mario RPG*.

**Super Mario RPG**
**Nintendo/SquareSoft ● 32 Mbit**

**News of *Super Mario RPG*, the top collaboration between Nintendo and SquareSoft revealed in last month's issue of *Super Play*, is emerging thick and fast from Japan.**

Mario uses the old 'pretend you're a statue' routine in an effort to avoid the advances of Dodo.

Rather than being a last minute attempt to keep the SNES going in the face of new consoles, it seems that the idea for the project has been in development for some years now. Nintendo, who, despite such recent attempts as *Mother 2* (*Earthbound*) and *Fire Emblem*, have yet to really crack the RPG market in Japan (remember, the Japanese see *Zelda* as more of an action game).



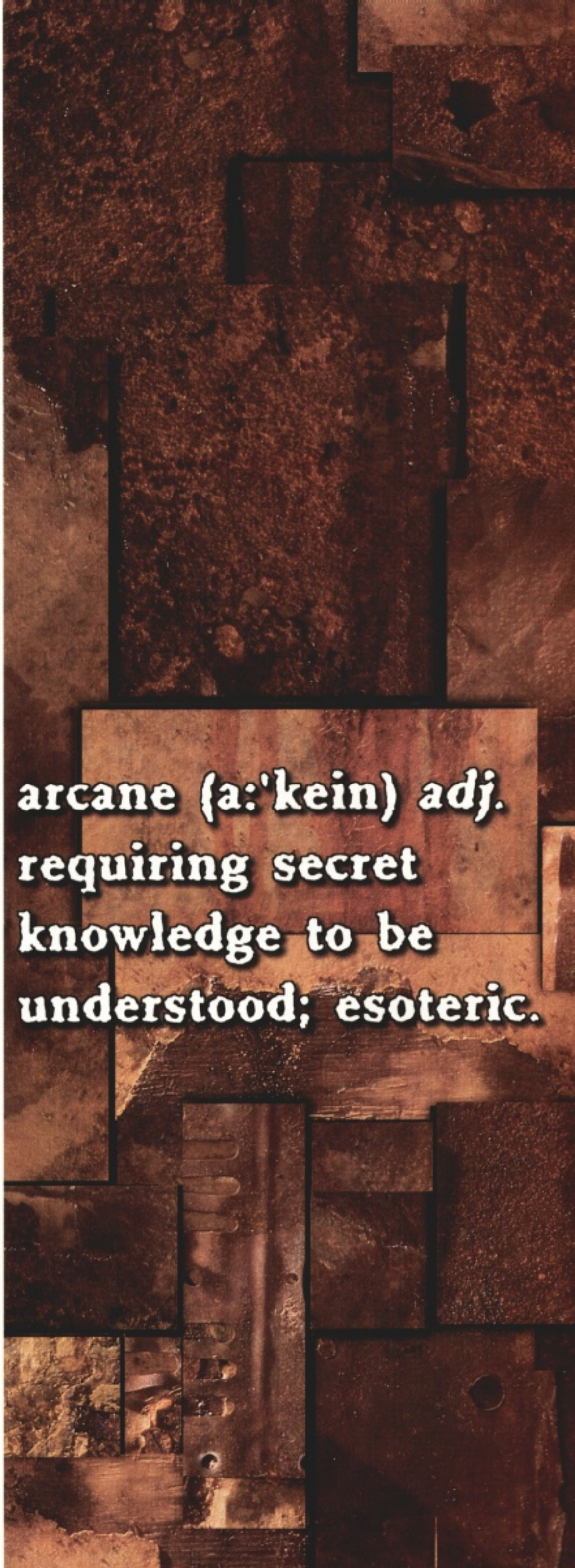
What's the betting that the drawbridge in this Kooperesque castle scene will collapse under Mario's feet?

SquareSoft, on the other hand, pretty much have the genre sewn up at the moment. But, despite the success of *Final Fantasy III* in the States, they have yet to achieve a high-level presence in the West. It seemed natural, therefore, for the two companies to team up, with Nintendo standing to gain a stake in Japan's most popular game genre and Square being associated with one of the most famous and recognisable gaming icons around – Mario.

It emerged from a recent Square press conference that, although a large part of the game is action based, the battles will still use the turn-base system familiar to Japanese RPGs. However, Square are known to have made refinements to the battle engine which, for the time being, they are keeping firmly under wraps.

"Wayyy-heyyy." It's not all 3D and rendered in the *Super Mario RPG* world. Mode 7 makes an appearance in this mine-cart section.

Nintendo is confidently predicting sales of more than three million, in Japan alone, when the game goes on sale at the end of January next year and certainly a lot more when it's released in the States some time in the Spring.



# THE CHARTS

**For weekly UK SNES chart updates you can either tune into Digitiser, Teletext page 470, Channel 4 or fill BT's coffers and read the Super Play page on the Internet at http://www.futurenet.co.uk**

## OFFICIAL GALLUP UK SUPER NINTENDO CHART

| | | | |
|---|---|---|---|
| 1 | **SUPER BOMBERMAN 2** Hudson Soft/Virgin | SP21 | 91% |
| 2 | **PRIMAL RAGE** Time Warner Interactive | SP36 | 60% |
| 3 | **ANIMANIACS** Konami | SP26 | 28% |
| 4 | **RISE OF THE ROBOTS** Acclaim/Mirage | SP29 | 33% |
| 5 | **MORTAL KOMBAT 2** Acclaim | SP24 | 90% |
| 6 | **STARWING** Nintendo | SP7 | 93% |
| 7 | **INT. SUPERSTAR SOCCER** Konami | SP30 | 92% |
| 8 | **SUPER INT. CRICKET** Nintendo | SP33 | 77% |
| 9 | **JUNGLE STRIKE** Electronic Arts | SP33 | 83% |
| 10 | **DONKEY KONG COUNTRY** Nintendo | SP27 | 90% |

# BLABBERMOUTH

## with Kris and Tel

☎ Morning, Terence. How's tricks?

☎ Oh, don't ask. I've just come back from an undercover trip to the ECTS and my co-processors are nigh fizzled-out what with all the late nights and partying I was coerced into partaking of.

☎ What, you didn't get up to any game-related activities? I'm shocked.

☎ Quite the opposite. I sneaked into the party being held at Namco's WonderPark, where a lot of industry nobs – and I use that term in its proper, dignified capacity – were hanging out eating canapés and drinking expensive Japanese lager.

I might be a Nintendo die-hard, Kris, but it's very difficult to ignore a four-player link-up version of *Sega Rally* running on free-play all evening.

☎ I imagine it would be. Did anything else tickle your fancy?

☎ Well, Namco's skiing simulator *Alpine Racer* was excellent, except I had trouble with the foot-driven controls because of my diminutive feet.

I had another bash at *Ace Driver* too, just to remind myself what the Ultra 64 version has to live up to. I wish Namco would have gone for the *Ridge Racer* sequel, *Rave Racer*, instead though – it's a much more exciting game and it would've put one over on PlayStation owners immediately.

☎ I am in total agreement. I've seen *Ace Driver* on many occasions and it's not patch on *Daytona*, for example.

Half of the charm it does offer comes from its mega-expensive hydraulic cabinets and I don't believe there's such an add-on in mind for use in the home. Anyway, did you manage to pick up any NU64 goss at the event?

☎ I did, as it happens. While playing the aforementioned *Sega Rally* I overheard two highbrow programming types discussing the virtues of Sega's Model 2 technology when compared to the power of Nintendo's 64-bit colossus. One was informing the other that the Ultra 64 could reproduce the game with some comfort! Needless to say, I was quite taken aback.

☎ Ooh, what a claim. I'm getting all lubricated of tube just thinking about it. But how about the show itself? Was there anything of a SNESular description of note?

☎ But of course. Sunsoft were showing *Hebereke Poppoon 2*, which looked very similar to the original, it must be said. They also had *Speedy Gonzalez*, which was a routine platormer in the very finest tradition of routine Sunsoft platformers such as *Daffy Duck* and *Bugs Bunny*. Another game of theirs, featuring shamelessly Yoshi-'inspired' dinosaurs, was a puzzle affair that I'd never even heard of before. It's a one- or two-player thing, played on a grid. You and your opponent walk around laying eggs, and attempt to turn them all to your own colour by performing Othello-type 'moves'. It was a little bit odd really. There were some other games around and about, but you've already seen them in this fine organ.

☎ Surely Konami had something worth looking at. I've just heard that they're cooking up another *Parodius* game…

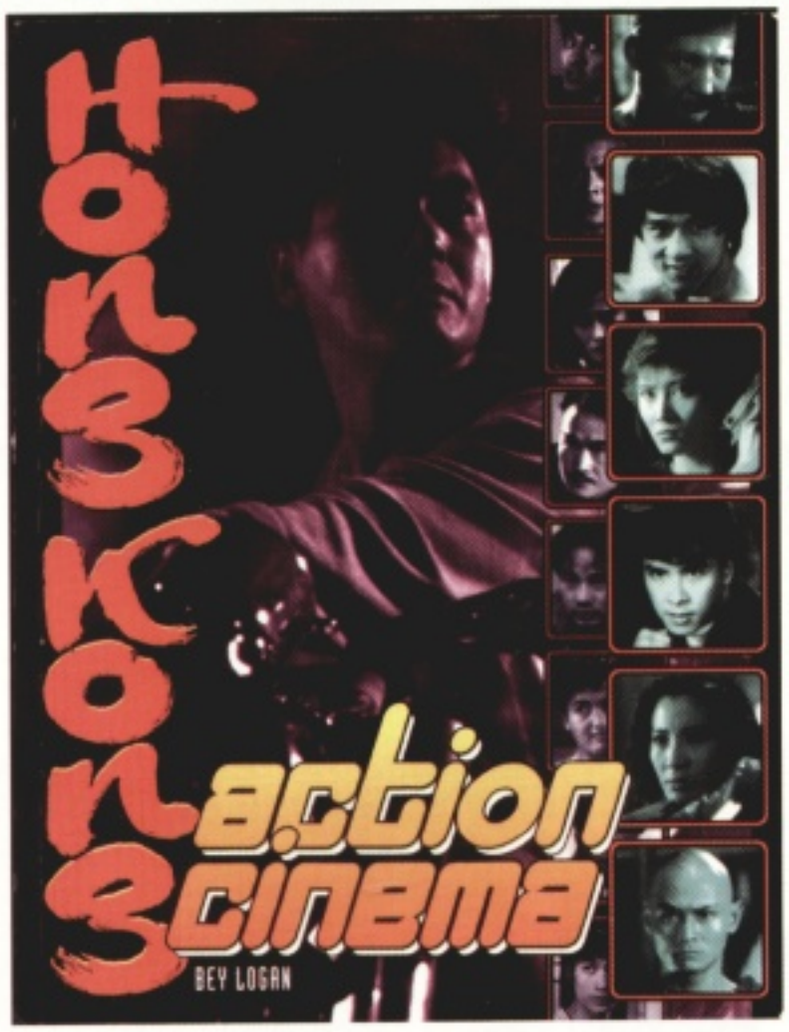
☎ Well, there's no chance of that getting an official release, but they have confirmed that their basketball sim will be released here in December, under the title *NBA Give 'n' Go*. It was at the show and looking very fine indeed.

☎ Mmm, I'll be looking out for it.

☎ Now, if you'll excuse me, I've got to go and have the robot equivalent of what humans call "a lie down". I'm not sure that my circuits were designed with dancing in mind, and I fear I may have overdone it…

# MADE IN HONG KONG

**Hong Kong Action Cinema**
Titan ● £14.99 ● 1SBN 1 85286 540 7




It's a place where kung fu meets calamity; where gunfire and monologues are delivered with equal rapidity; and where svelte young ladies are as likely to administer a chop to the throat as their hardnosed male cohorts. It is Hong Kong action cinema, and Titan Books have just published a volume which celebrates its myriad facets, from the work of artists with whom many readers will **already be familiar, such as Jackie Chan and Bruce Lee, to that of lesser-known Eastern heroes such as the amusingly rotund yet surprisingly effective martial arts master Samo Hung.**

Written by the editor of hardcore action movie mag *Impact*, Bey Logan, it serves both as an ideal starting point for anyone new to the scene and as an invaluable reference volume for those more versed in the far-reaching world of chop socky cinematics.

Tracing the genre's origins from Peking Opera, its chapters go on to chronicle, among other topics, Chinese Ghost Stories, whose most entertaining example available on general UK video release is *Zu: Warriors from the Magic Mountain*, featuring a mystical warrior with deadly extendable eyebrows, no less; *Heroic Bloodshed*, which includes extensive notes on John Woo's explosive career; and females who have made a career in an area dominated by males.

Although the sheer number of movie-related figures covered by the subject matter can make for a confusing read on occasions, it's all put together with an authority that you simply won't find elsewhere. And it's easy to get absorbed by the whole thing thanks to Logan's obvious enthusiasm for the topic – indeed, there can be few volumes that work the humble exclamation mark so hard and often.

It comes well recommended, then. Beware, though, Hong Kong cinema is addictive stuff, and once you've switched on to its appeal, you'll find it hard to switch off again...

**In conjunction with Titan Books, we've five copies of *Hong Kong Action Cinema* to give away. Just give us the answer to the following two questions:**

1. Which of the following is a major Hong Kong movie star?
A Chow Yun Fit
B Chow Yun Fat
C Chow Yun A-Bit-On-The-Portly-Side

2. During the making of which film did Jackie Chan fracture his skull?
A Armour of God
B Ninja Housewives IV: Ironing Boards of Death
C Enter The Dragon

Mark your entries 'Hong Kong Compo' and send them to the usual address before November 2. Good luck.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# FIGHTING FIT

**STREET FIGHTER II ANIMATED MOVIE**
**Manga Video ● 98 minutes (dubbed) ● £13.99 ● Rating 15**

**"London", says the screen caption, and a shrouded Cammy watches as a minister emerges from his parliament building. But what's this? As the press gather round, everybody starts talking in that same Transatlantic accent you've heard in every other Manga video. Surely there are enough 'resting' voice actors capable of providing a decent English accent when it's called for? And does Honda really have to sound like Mike McShane?**

When Wil reviewed the film's Japanese home video release in SP29 he gave *SFII* a resounding 5 out of 5, and pleaded for a British company to obtain the rights. Grateful as I am to see his wish fulfilled, this UK translation feels like a rush job. Chun Li is now an agent for 'Interpole' (sic) – they couldn't even spell it correctly in the captions – and the dubbing follows the base Manga formula of breathless monotone delivery and a fixed quota of not-quite-the-right-swearwords.

Nevertheless, it can't hide the quality of this Capcom/Sony co-production. The fight sequences are carefully tailored to present the game's special moves accurately and dramatically, with perfectly realised character designs by Shuko Murase. From the opening scene where Ryu scars Sagat, to the wall-jumping battle between Vega (Balrog) and Chun Li, it's completely versed in the *Street Fighter* legend. (Co-writer/director Gisaburo Sugii and action consultant Shinichi Tokairin have since created the *SF2 V* series for prime-time Japanese television: we'd love to see that too, please...)

There's even an all-new soundtrack featuring the likes of Alice in Chains and KMFDM. Not bad.

The conclusion will be predictable for anybody familiar with martial arts movies – but who watches an action pic for the plot? *SFII* the anime is little more than a showcase for everybody's Capcom favourites, executed so beautifully you won't want it to end. Needless to say, it makes you wonder why Jean-Claude and Kylie bothered.

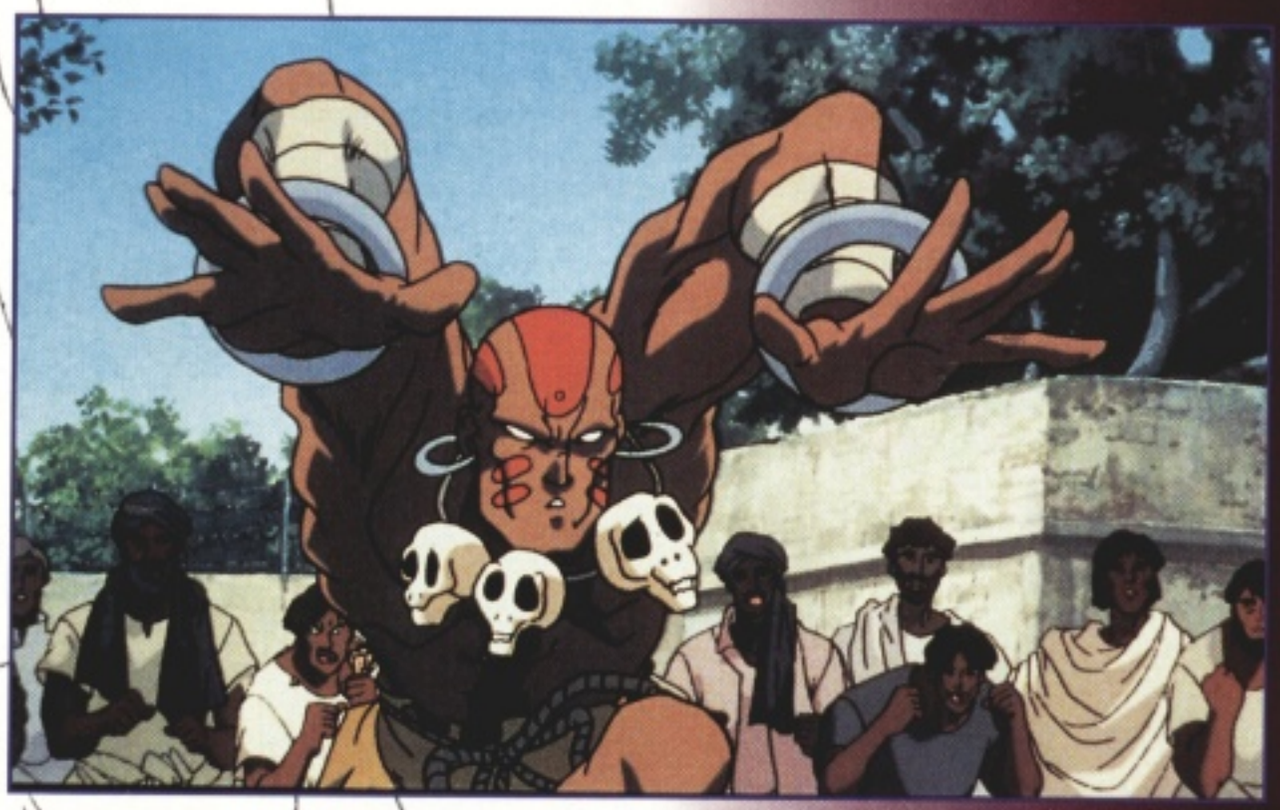
**4 out of 5**

## WIN STREET FIGHTER II THE ANIMATED MOVIE!

Seeing as it's such a top movie and everything, we've kindly allowed Manga to run a competition with us so that you can own one of ten copies of the video. If you want to be watching this on your VHS machine at home in the comfort of your own armchair, just send us in the answer to this mean poser...

Which characters link *Final Fight* to *Street Fighter Alpha* (the latest *Street Fighter* coin-op)?

Want to win this, do you? Think you know it? Okay, jot it down on the back of a postcard or a sealed down envelope and send it to: Street Fighter II Video Giveaway, Super Play, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Closing date: 2nd November.



Enter the world of *Street Fighter II* the animated movie and you'll be treated to brilliant animated fight sequences that this still shot can only hint at.

America's favourite morons are now let loose all over Europe!

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# BEAVIS AND BUTT-HEAD™

Press Quote:
"This is like the coolest thing to happen to Europe since America discovered it."
Beavis

two morons
THREE
Games

Press Quote:
"Play it with your friends. Then play with yourself. HEH HEH HEH."
Beavis

MTV's Beavis and Butt-Head. Available on the MEGADRIVE™, SNES™, & GAMEGEAR.™

VIACOM newmedia™

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**Despite receiving all manner of accolades for their first *Earthworm Jim* game – including Best Game from Sega for their Mega Drive version – Shiny Entertainment saw it sell in only paltry numbers in the UK. The sequel, they hope, will redress the balance.**

**Earthworm Jim 2**
**Virgin Interactive Entertainment • 24 Mbit**

# WRIGGLE ME THIS

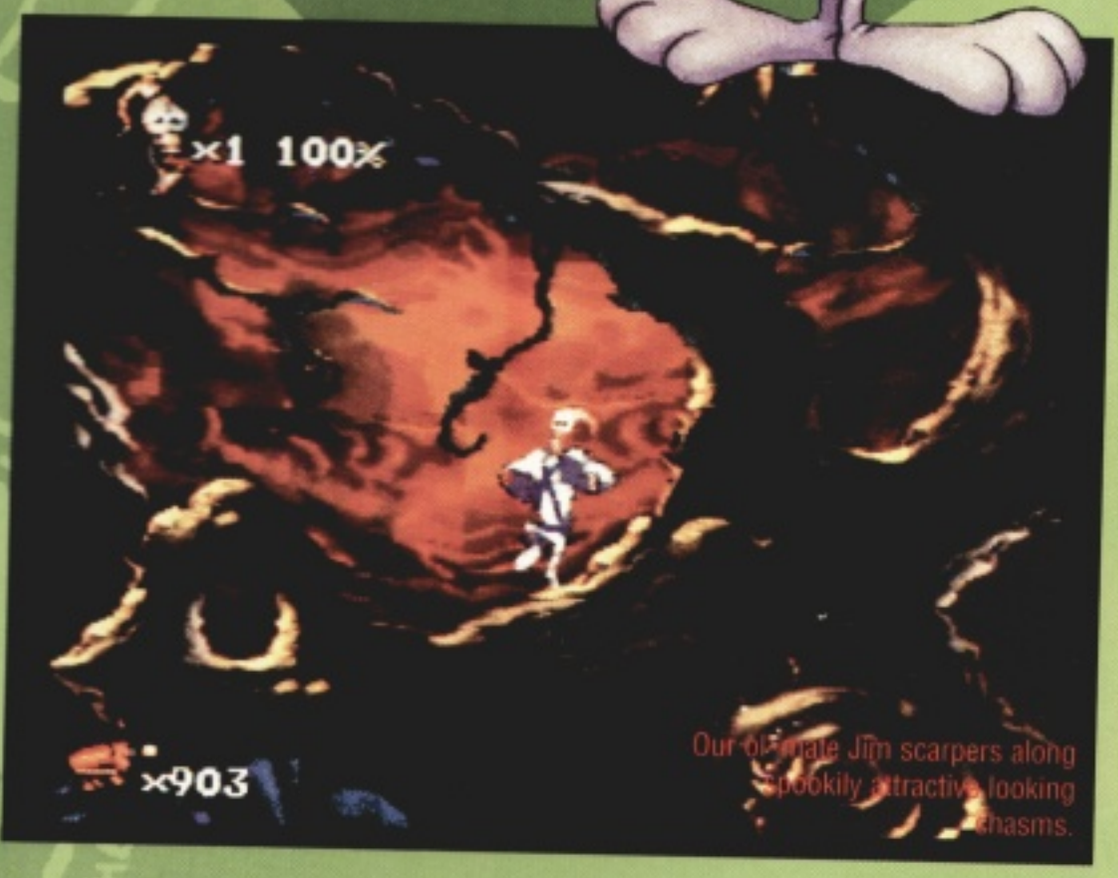
Meet Pete the pup. When his life is threatened, it's up to you to save him.

One of the most distinctive elements in *Earthworm Jim* was its humour – the cow-launching section (and its later consequences) will surely go down as one of gaming history's most memorable moments – and it's something that Perry is very conscious of, going so far as to confess his belief that, "humour accounts for as much as 30% of a game's content." The sequel will have at least as much as the first game, with levels seeing you enjoying such perverse delights as dodging grannies falling from the safety of their electric stairlifts, picking up and carrying porky little pigs, and rescuing falling puppies by bouncing them from a giant marshmallow.

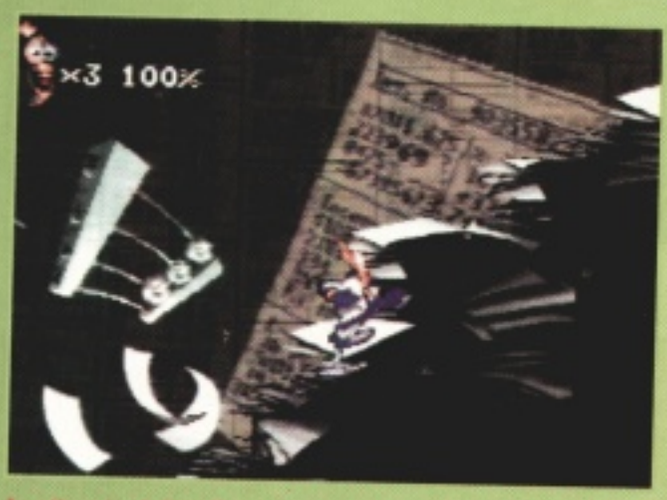
Just like Diddy Kong now has a sidekick in the form of Dixie, Jim has a sidekick in the form of Snott, who, as those that managed to complete the original will remember, lent Jim a hand (if that's the right word) during his confrontation with the evil Queen. Snott stays safely packed away in Jim's backpack during most of the game, but he can be called out to be swung on and, if reports are to be believed, even used as a parachute.

We caught up with lofty ex-patriot and commander-in-chief at Shiny, Dave Perry, at the recent European Computer Trade Show, and had a chat to him over a couple of chewy worms (yes, seriously – items of chewy confectionery in the shape of everyone's least favourite garden-dwelling invertebrate were on offer at Virgin's stand).

The first game took Shiny an amazing seven months to produce, with the total cost of production estimated at over one-and-a-half million dollars. The sequel has so far required something like double that amount, but taken even less time to produce. Dave Perry has long been known for his ability to hit deadlines – during our chat he confessed to writing a high-profile 8-bit game in a matter of mere days – but it does raise the question: game programming – labour of love or labour of lucre? Well, there's no doubting that *Earthworm Jim 2* has a fair wad of innovation, so perhaps the four years Miyamoto and co. took to produce *Yoshi's Island* isn't in fact necessary to create a great game. One level, for example, is presented in a novel 3D mode, for which you'll need to use special 3D glasses to appreciate. It's a similar system to that adopted by the lesser-known James-starrer, Jim Power, and a mightily effective one, if high on novelty value.




Our ol' mate Jim scarpers along spookily attractive looking chasms.




Another task for Jim as he tackles the paper mountain that is extremely reminiscent of Tony's desk.

While the Mega Drive and SNES versions of the first game were essentially the same – with some even claiming that the Mega Drive version was superior – *Jim 2* will certainly highlight the gulf between the power of the platforms. Because each has been designed to work to the individual strengths of the format, you can expect the version covered in these pages to turn Mega Drive devotees even greener than they've been after seeing the likes of *Yoshi's*, *Killer Instinct* and *Doom*.

Unfortunately, *Earthworm Jim 2* will be Shiny's last 16-bit product. From here they're moving on to work solely on 3D projects, including a game for the PlayStation and, most excitingly, a little something on the

Watch out for the poor little piggies who get their heads stuck in Bill's bowl.

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Ultra 64. Perry, like every other developer at all involved with Nintendo's wunderconsole, keeps his lips sealed tighter than a Scotsman's wallet, but the look on his face speaks volumes: it's going to be one hell of a game.

Turning their attentions over from two to three dimensions has had a strange effect on

Shiny Entertainment. The company's original animators – some of whom actually worked in true cartoon animation before turning their talents to videogames – are now working over at Steven Spielberg's outfit, Dreamworks. Why? Perry picks up the tale: "Our intention was to move the 2D guys straight over to 3D, and I actually brought in a 3D tools training specialist for a month so that it could happen. But it didn't work out – the two types are so very different and not really transferable at all. So our old guys are happily working at Dreamworks, and we've drafted in a selection of 3D-specific artists."

I saw three ships come sailing in...

With a reputation for producing cartoon-styled graphics capable of a rich diversity of expression, aren't the limitations of polygons going to prevent Shiny from maintaining their current rock-solid reputation in the graphics and animation department? When, for example, was the last time you saw a 3D-generated character that didn't have all the charisma of a tailor's dummy?

"Yeah, it can be hard," admits Perry. "But it's not a problem. Just wait till you see what our guys are doing..."

And with that he's off to go and be tall, tanned and rich somewhere else. Whatta guy.

The marshmallow of love – use this to save Pete pup.

There are videogames magazines...

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SPECIAL OFFERS

# ACTION REPLAY WINNERS

Back in issue 35 we looked at the latest version of Datel's Action Replay device, and gave you the opportunity to win one. We asked which two actors played the dirty rotten scoundrels in the movie of the same name. It was, of course, Steve Martin and Michael Caine. Not a lot of people got it wrong, but the five plucky funsters who'll walk away with said device are these: Steven Fice of Bedford; Kevin Jones of North Cheam, Surrey; Raymond Thomas Smith of Lanarkshire, Scotland; Leon Liburdi of Ladywood, Birmingham; and Kai Tang of Porth in Mid-Glamorgan. Keep an eye on your letterbox flaps, chaps...

THANKS TO...
New Generation Consoles of Leeds this month, for being such topmost suppliers of topper import titles. They can be tinkled on 0113 2306007.

# IT'S THE SUPER QUIZ

**Seeing as so few of you have so far been brave enough to enter last month's Super Quiz competition, we decided to make this month's easier. (Well, a little bit.)**

## EASY

**1** How many joypad ports does the Ultra 64 have as standard?
**2** How many different drivers are there in *Super Mario Kart*?
**3** Which are the only two Square Soft SNES games to be released in the UK?

## MEDIUM

**1** Which coin-op's speech included "Blue Elf shot the food"?
**2** What is Princess Daisy called in Japan?
**3** What are the names of the two brothers in charge at Rare?

## HARD

**1** Which acclaimed UK developer produced *Wizards and Warriors* on the NES?
**2** What does the dot in the *Super Play* logo represent?
**3** Which company manufactures the SNES's sound-generating chip?

Send your answers on a postcard to 'Super Quiz 37' at the usual address, before November 2, and win something lovely for your SNES. The closing date for last month's Quiz comp is October 12, and we'll be announcing its winner next month.


And then there's...

PlayStation

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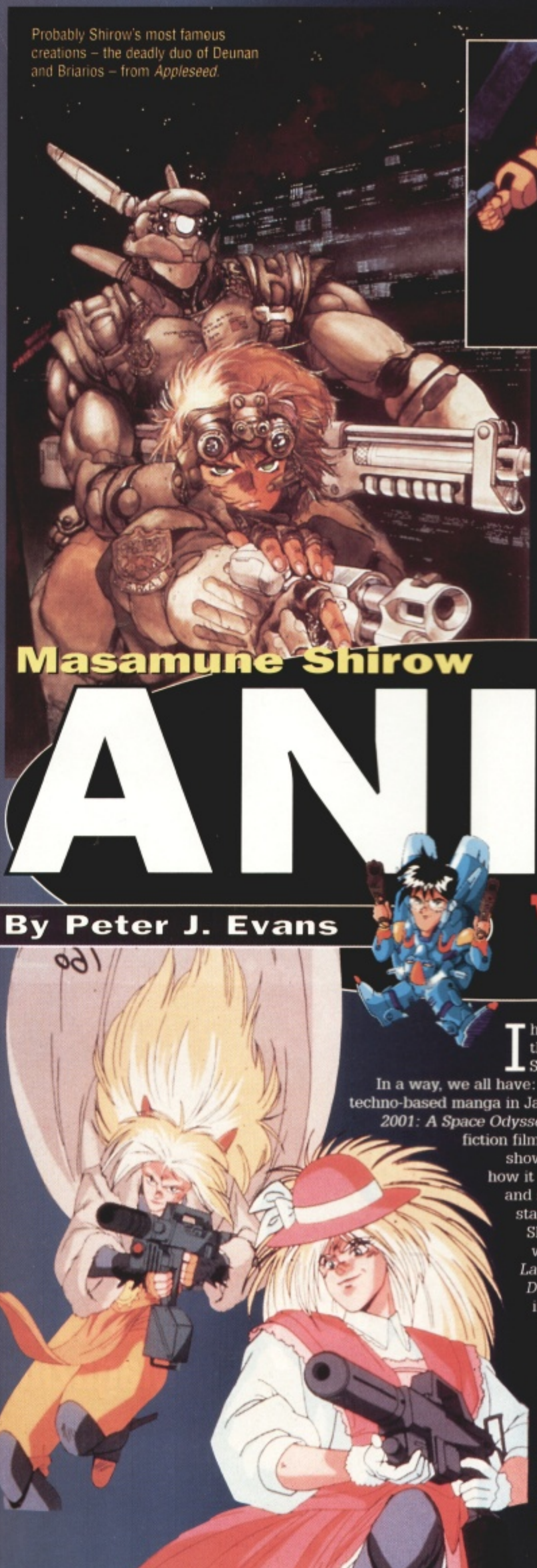

Probably Shirow's most famous creations – the deadly duo of Deunan and Briarios – from *Appleseed*.

It was unfortunate that the anime version of *Appleseed* failed to live up to the glory of its manga parent.

More from the anime *Appleseed* shows the lack of style compared to the manga.

## Masamune Shirow

# ANIME WORLD

Pronounced 'ahh-nee-may'

**By Peter J. Evans**





I have a lot to thank Masamune Shirow for.

In a way, we all have: *Appleseed* did for techno-based manga in Japan rather what *2001: A Space Odyssey* did for science fiction films in the West – it showed everybody how it should be done and set a new standard. Without Shirow, we wouldn't have *Landmates*, or *Intron Depot 1*, or that bit in *Black Magic M-66* when the decoy mech self-destructs and rips apart everyone within a ten-metre radius with hypervelocity darts. We wouldn't have the Puma twins either, which would make the world a darker place. But from a personal point of view, and most of all, Masamune Shirow has succeeded in saving me a considerable amount of money, since it is due to him that I stopped buying comics.

Yes, I'm afraid it needs to be said: back in my wild youth I was an inveterate purchaser of comic books. (There. I've said it now. Isn't it better to get these things out in the open?) I think the rot set in with *Spiderman* and *2000AD* and I just carried on. That is, until the summer of 1990 when I picked up a copy of *Appleseed 2*. I can't remember which volume. All I can recollect is the sudden, stunned realisation that the competition just weren't cutting it. And that was that.

Thank you, stranger. But who was that masked manga artist? It was Masamune Shirow – insectophile, athlete, one-time teacher and pacifist who draws the best guns anywhere. The man with the Lego-brick name, built out of chunks he likes. Citizen of Kobe, where the earthquake was. Disliker of air travel. Loved by fans and loathed with a passion by translators.

Everyone's favourite cat sisters come out shooting in Shirow's 'comedy' – *Dominion Tank Police*.

Leona's devotion to Bonaparte, her beloved armoured transport, shows that in *Dominion* a girl's best friend is definitely her tank.

Shirow's first published work was *Black Magic*, published in April 1983 in *Atlas* – a fanzine produced by the Manga Research Group. Using the *Star Wars* set-up of a science fantasy story set in the distant past, *Black Magic* told the story of how Venus ended up as the boiling hell it is today, and involved psionic aliens, killer robots, magic, computerised government – basically, strip the themes from everything that Shirow has done since, put them in a pot and shake hard, and what comes out is a box of *Black Magic*. This kind of story is referred to as 'seminal'. It's also referred to as 'highly confusing', so much so that when Shirow was asked to produce an animated version in 1987, he binned 75% of the original and just kept the killer robot sequence. What emerged is *Black Magic M-66*, still the best Shirow anime, beating the motile versions of *Appleseed* and *Dominion* by a clear mile: a tense, tightly-plotted *Terminator* homage with a great female lead and a really frightening villain.

However, we are getting ahead of ourselves. Shirow's best known work anywhere is *Appleseed*, book 1 of which came out in 1985. This was the Shirow we all know and love – evenly paced, smart, funny, and mean, a hardcore post-cyberpunk epic with loads of guns and funky mecha. Forget the psychic philosophy of *Black Magic* and *Orion*, or the dodgy eco-sensibilities of *Dominion*; just give me a Landmate with a big gun and I'm happy...

*Appleseed*, for those unlucky souls who have never read the thing, is a tale of a girl and her cyborg, namely the cute-but-lethal Deunan Knute (that's her Western name – in the original she was Dunan Nut. Hardly flattering, I'm sure) and her boyfriend/partner/first marksman Briarios Hecatonchires. Both highly trained combat specialists, Deunan and Bri were rescued from the post-war wasteland and brought to the utopian city-state of Olympus, which is all shiny metal and flowers and artificial people. It's also a hotbed of political goings-on, violent takeover bids involving armoured exoskeletons (the aforementioned and much-loved Landmates), social and biological experimentation, and who-knows-what else. Deunan and Bri certainly don't – they just end up drafted into the police and set off like clockwork cops while Olympus rages unseen around them.

Shirow wrote *Dominion* as a kind of break from the seriousness of *Appleseed*, and published it between 1985 and 1986. Thanks to Manga Video, this action-comedy eco-fable is just about as well-known as they get, but believe me, the comics were streets ahead of the animation. Shirow recently created a new *Dominion* strip, so far only published in Japan, but regrettably fell victim to ziptone fever, turning Leona and her buddies into detail-infested caricatures. This was a pity, because the relative simplicity of its artwork was one of *Dominion*'s strengths, even if Shirow couldn't decide how long the Twins' ears should be.

Orion went back to the psionics and mysticism of *Black Magic*, and very successfully, with nice artwork and personable characters, and a twisted storyline that knew when to quit. This is reputedly the worst of Shirow's works to translate, with almost every name having double- or triple-meanings and great wodges of quasi-mystical dialogue cluttering up the pages, but it's all good fun, even if it is impossible to understand.

And finally, we have *Ghost in the Shell*, more post-cyberpunk nastiness with big robot bugs instead of Landmates and a very naughty Virtual Reality scene that didn't make it into the American reprint. This is *Appleseed* taken to the nth degree, with everyone borged-up in some way or another, and most of them able to take their brains out and show them round the class. Very pretty, very nasty, and shortly to be released in animated format by Manga Video, who have stumped up some of the production cash in return for demanding more nudie scenes. One to look out for.

Masamune Shirow is a highly prolific guy (at the peak of *Appleseed 3* he was drawing a complete page every day), with more titles to his name than can be readily described here. You could do yourself a real favour by hunting down a copy of his artbook, *Intron Depot 1*, which is frighteningly pricey but has the advantage of being written in both Japanese and English, and contains more beautiful colour art work than you can shake a neurointerface at. It also tells you all about *Appleseed*, *Dominion*, *Ghost* and so on, and might give you some idea of how much better the comics were than the anime.

I'm off to read my copy again, now. See you next month!

## ANIME CONTACT

***Anime FX*** **(formerly** ***Anime UK*****)** ***magazine*** **(£2.70) and** ***Manga Mania*** **(£2.50) are both available from all good newsagents and SF/comic shops.**

The deadly M-66 from Shirow's *Black Magic*. The anime version ended up as a *Terminator* with girls but is none the less for it.

# FANTA

**An action game in Fantasy Quest, you gasp. What is the world coming to? But if we said the words Square and Front Mission you'd sit up and take notice. Told you so.**

Just like *Assault Suits Valken*, various characters pop up to annoy you whilst in the heat of battle.
ブレンダ：
決まりね！
じゃ ニューヨークへ行くわよ

## Front Mission – Gun Hazard

**SquareSoft ● 32 Mbit + BB ● 3 January 1996 (Japan)**

A great game, we said, perfectly playable in the original Japanese, we said, one of the best games of the year, we said, but still there is no sign of *Front Mission* becoming available in the West. The reasons behind Square USA's reluctance to provide a translation of this innovative cross between *Assault Suits Valken* and *Ogre Battle* are still unclear, but we wait in hope.

Meanwhile Square in Japan are gearing up for another *Front Mission* saga – *Front Mission Gun Hazard* – this time it's being produced in conjunction with Omiya Soft who, it must be admitted, drew a collective blank around the *Super Play* offices when we pooled our resources to try and think of any previous games they might have been involved in.

Albert's graphic looks suspiciously like that of Roid, the hero from the first *Front Mission*. Is there a link, or are Square getting lazy?

Even though *Gun Hazard* bears the *Front Mission* series sub-title, the game style marks a severe departure from its predecessor and Square games in general. Rather than the isometric battlefield used in the first game, *Gun Hazard*'s battle suit clashes are fought out *Valken* style in a side-on scrolling action game.

The connection to *Valken* (originally released by Masiya but picked up by Konami and known as *Cybernator* in the West) is borne out by the game's staff, many of whom worked on the cracking mobile suit shoot-'em-up (91% in SP5), and the project leader who is, again, Toshiro Tsuchida.

Story-wise, *Gun Hazard* concerns itself with an 'orbital lift' project started in 2024 but which 12 years later has become redundant and abandoned. The mobile suits used for its construction have been re-employed as combat assault suits, as an ever more volatile world situation results in frequent international 'incidents'. Could the abandoned lift, by linking the Earth and heavens above, be used to a strategic advantage by whoever takes possession? In your role as Albert Grabner your first task is to protect the president against the threat of assassination by the distinctly Nazi-like Colonel Ark Halbland and his rebel army.

Of course, being a Square game, there's a bit more to *Gun Hazard* than just running around

The maps in *Gun Hazard* look like *Front Mission* battle zones.



A stairway to heaven? Or just a max load six persons job?

# ASY QUEST

by Wil Overton

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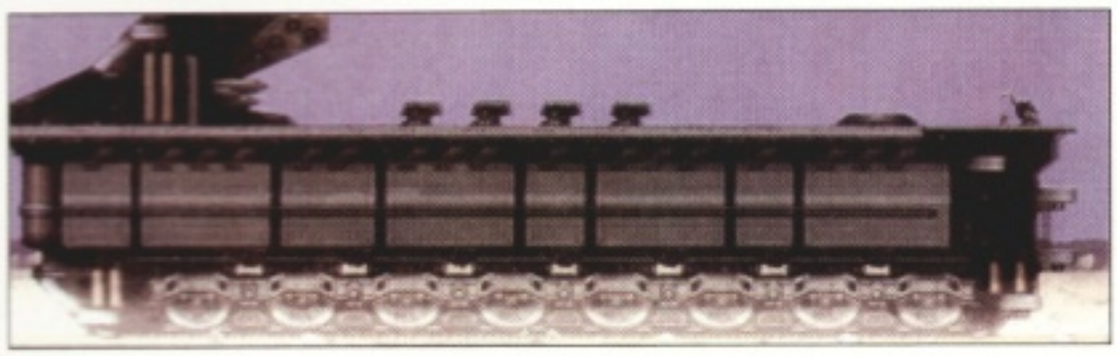
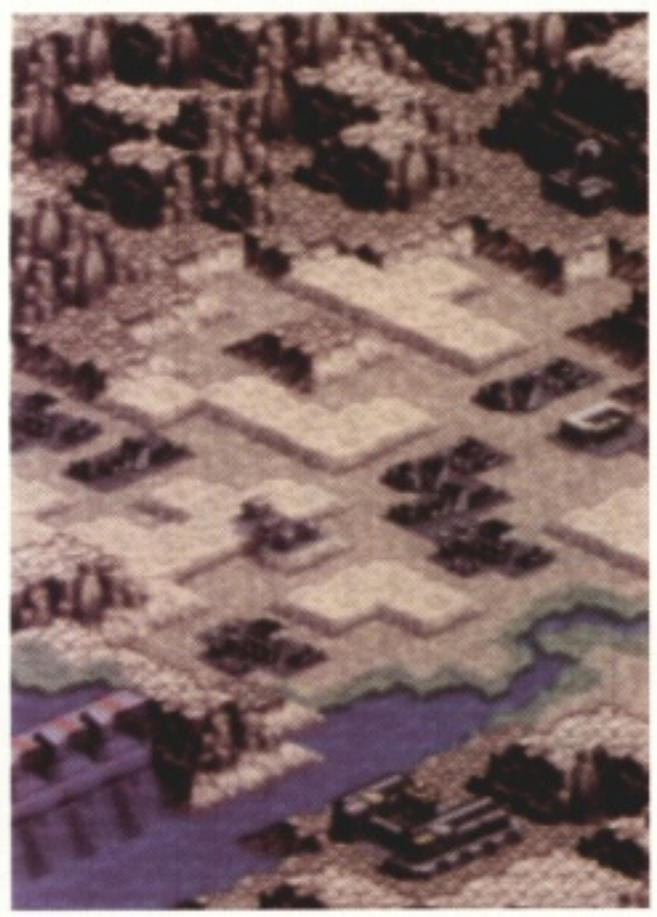


This is one big tank as you can see by the scale of the little Albert as he fights – sans mecha – on the far right.

Even flying suits look like they were lifted from *Valken*.

Missing the bus in *Front Mission* results in some top action for Albert.



From the world map you arrive at the close-in view of the field map. It's here where you see which are the various missions in store.

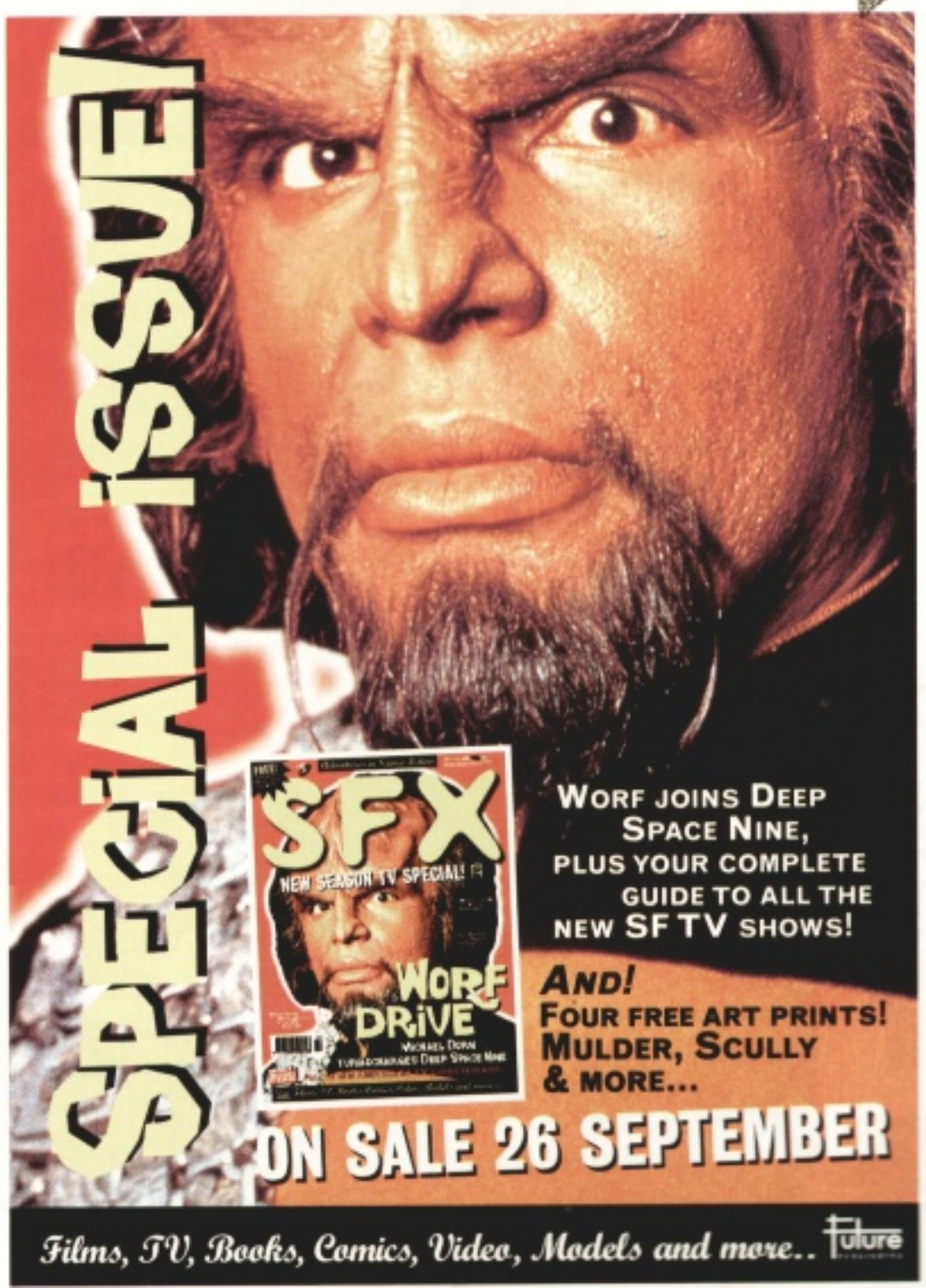
Albert hums some '80s dance music as he's almost crushed by the wheels of industry.

shooting things. Before you get to the action, there are maps to consider. Depending on which direction the story is heading, you pick your destination on the World Map, which, in this case, isn't the usual fantasy world but the Earth as we know it today. This then switches to a more local 'field' map where you're presented with various missions. Now we're into the 'moving phase', and, like *Valken*, the action is helped along by messages from your compatriots as well as new orders. There are also times when you'll have to leave your suit, or Vantam, and proceed on foot. With the mission finished, the result phase shows the usual RPG stats like increased experience, money awarded for completion and any enhancements you might have made to your suit.

Upgrading your Vantam is vital to progressing in *Gun Hazard*.

*Front Mission – Gun Hazard* is a brave move for Square. The RPG element isn't in question, but the game succeeds or fails on how well the action section is implemented. With *Valken* still held in high regard (not least by members of the *Super Play* team), some two and a half years after its release, at least it's starting off with a good pedigree. Chances are that it'll also be playable by Johnny foreigner who can't tell his densetsu from his sushi. Whatever, *Super Play* will be there to suit up and kick some metal bottoms.

There's plenty of rock-hard military equipment for Albert to trash in the new game.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Future

# LIVE

## FROM HELL CITY

By Nihon Sekai-yusu

**Famimaga Earth World 95: the show which showcases every showy new Nintendo release on its way to Japanese gamestore shelves. *Super Play* joined the mad rush for the Square Soft stand, naturally...**

The star of *Fushigi no Dungeon 2* smirked slyly from Chun Soft's stand.

**Last year's Earth World event took place in the very heart of Tokyo, in Harumi, but this time around, on August 24-26, it was the turn of Yuenji Park, a heaving amusement centre set in the suburbs of Japan's capital city, to play host to one of the biggest events in the Super Famicom's calendar.**

The venue change was down to Nintendo's current Virtual Boy sales push, the theory being that Yuenji Park's numerous entertainment attractions would draw potential Veebee customers (the younger gaming sector) like alcoholics to a free beer festival. But more on the big N's potentially volatile red-LED project later.

Slightly smaller than last year's event, FEW 95 saw a total of 72 SFC games presented, with RPGs charging in to take centre stage by force, leaving much lesser represented categories such as action, puzzle and strategy to scoop up attention leftovers available only after the Nipponese gaming public had enjoyed their first opportunity to get their mitts on the big new releases from Square Soft and Enix.

Square's *Seiken Densetsu 3* attracted enormous interest, naturally – the new and much-vaunted triangle system proving especially popular, being a great progression from that of *Secret Of Mana*. Enix's contribution came in the form of a work-in-progress version of *Dragon Quest VI*, which revealed many new locations and characters. The 32-megabit action RPG *Tenchi So Zo*, which was covered in last month's Fantasy Quest, also had an airing, with most who played it claiming it bettered both *Soul Blazer* and *Illusion Of Gaia*.

1995's Earth World was a smaller event than that of last year, and a sober affair compared to UK shows.

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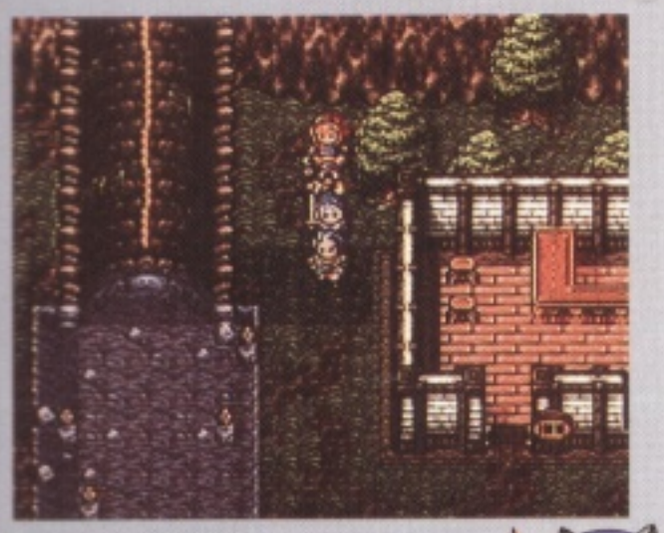

Enix are pinning their hopes on *Dragon Quest VI*, which is due in December. Japanese gamers' mouths are watering.

Falcom's *Ys* series, jam-packed with action RPG-ness, is now in its fifth incarnation and will be released only on the SFC.

*Mega Man X3* was one of Capcom's biggest games at the show. Despite Mega Man's illustrated design upheaval, he's not been upgraded so obviously in the game itself.

Banpresto's *Tenchi Muyo* (below) is based directly on the evergreen anime TV series. What a twee colour scheme.

While besuited types discussed the saleability of Enix's products, younger gamers were happy just to marvel at their lush graphics.

Chun Soft, whose *Torneco's Great Adventure* was a big hit in Japan some eighteen months ago, showed *Fushigi No Dungeon 2*, another game recently featured in these very pages in Fantasy Quest. A giant-sized model of the game's lead character, who wears a rather fetching upturned-fruit-bowl hat, sat proudly next to Chun Soft's stand and brought a lot of attention from curious showgoers.

Other RPGs deemed likely for whopper status in the coming months were Falcom's *Ys V* and *Bounty Sword* from Pioneer, two very different games: *Part The Fifthe of Ys* (though the SFC played host to *Ys III*, the fourth part, which appeared on the PC Engine, won't be making it) is an action-oriented game with the emphasis on pace, while Pioneer's RPG is more strategy-driven and features much prettier graphics. Human Hudson's wonderfully entitled *Crystal Beans* strutted into the ARPG arena, its inspiration coming from one of their previous releases, *Dungeon Explorer*, an old *Gauntlet*-style PC Engine hit which recently also made an appearance on the Mega CD. Offering a *Mana*-style three-player multitap option and action along the lines of *Illusion of Time*, it looked like a another innovative little gem from the geezers who brought us *S.O.S.* and *The Firemen*. Hudson Soft

continued to plunder their back catalogue with *Far East of Eden Zero*, an update of an ageing PC Engine RPG. A mightily colourful adventure, it's packed with such classically oriental images as elaborate pagodas and the odd flying dragon boat or two. Despite Hudson's continuing interest in the Western market, however, few if any of these are likely to be translated.

After an agonising wait of around 18 months, Japanese gamers were finally able to experience an almost finished version of Enix's *Tactics Ogre: Let Us Cling Together* at the show. It was certainly one of the most attractive games there, with glorious colour schemes and breathtaking attention to detail throughout, and it's now been confirmed for an October release in Japan. We'll have a full report on this potential stonker in Fantasy Quest next month.

Banpresto, known chiefly in Japan for their *Puyo Puyo* series, had *Tenchi Muyo* running on their stand. Using a beautiful pastelly colour scheme, it's an isometric RPG with puzzle-led gameplay à la *Ladystalker*. Wil's certainly looking forward to that one.

Moving away from the world of sword swishery and magical caperings, Soft Gold's *Rendering Ranger* was certainly the cause of much eyebrow raisage among Earth World attendees. Featuring SGI workstation-rendered graphics throughout, it's one looker of a game, with a slew of shiny spacecraft designs and alien beasties galore. Whether it'll incorporate such images into a playable finished game as successfully as Rare have been able is currently open to debate.

Interestingly, it's being published by Virgin's Japanese arm – we approached their UK division for details on a possible UK release only to learn that they aren't yet even aware of its existence. Oh well.

Following the excellent conversions of strategy sprawlers *Sim City 2000* and *Civilisation*, Pack-In Video showed their SFC translation of *Take The A-Train III*. Originally released in Japan on the PC 98 series (NEC's continually evolving Japanese PC standard) way back in 1990, when it was awarded Best Simulation by *LOGIN* magazine. The sequel, *A-Train IV*, has appeared on both the PlayStation and PC 98 to similar acclaim, but its complexity forced Pack-In to opt for a conversion of the previous game instead.

Capcom's presence at the show – which was considerably smaller than usual – confirmed what many had suspected for a long while: apart from having new levels and some very slight gameplay enhancements, *Rockman X3* and *Final Fight 3* were very similar to instalments that had gone before. Likewise their Donald Duck-licensed platformer, which was awkwardly similar to the Mickey Mouse series. The sad thing, of course, is that here is a company once reknowned for innovation and excellence, reduced to what has become a sequel-churning factory. We'll have a minute's silence, please. Thank you.

We didn't know who this furry skunk-like fellow was, but he was jolly friendly.

*Space Squash* (above) drew little interest, while *A-Train III* (below) attracted attention by the bucketful.

Happier news concerned ASK's *Battletech 3050*, an adaptation of a Mega Drive title (itself based upon a tabletop wargaming system by FASA) using *Front Mission*-style robots. With particularly fluid action (for what could have been a lumbering game), a shed-load of futuristic weaponry on hand, and the irrefutably sexy lure of umpteen-foot-high mechas, it was arguably *the* hot game of the show. Interplay originally had the game on their list of UK and US releases earlier this year, and it should appear before Christmas.

*Rendering Ranger*'s hero – what a rock chap.

*Battletech 3050* is exactly the sort of thing Japanese gamers go for. They're still mecha mad.

*Rendering Ranger* contains masses of images of this style. Look out Rare.

The entire second floor of Yeunji Park's main building was dedicated to the Veebee, with some 16 new games for the system on display. Sadly, few titles showed promise, with Hudson Soft's *Virtual Bomberman* and *Proteus Zone* (a fabbo little shoot-'em-up) from Cocoanuts Japan demanding nothing more than a cursory bash. Hudson's latest features classic *Bomberman* gameplay but, rather unfortunately, it neither exploits the full potential of the Veebee – it uses a quarter-view display with only a handful of objects manipulated using 3D – nor does it utilise the link-up cable for multi-player games – kind of daft considering the nature of the game.

Those who've seen *Jumping Flash* on the PlayStation will recognise the inspiration for the robotic characters in Cocoanuts' *Space Squash*, the company's other Veebee title. It's a futuristic sport sim which sees you knocking projectiles back and forth in a 3D court. While presenting typically effective 3D, like so many other Veebee titles, it lacks that vital gameplay spark.

With upcoming software looking generally not much better than those available at launch, perhaps the Veebee is destined to die a messy death, after all. Certainly, many retailers have lost faith in the format already – you can pick up a machine in Japan now for less than half its original street price.

In fact, it was down to the Virtual Boy game to firmly clasp the accolade of worst game of the show – would you believe *Virtual Fishing*? Yup, you'll soon be able to cast maggots and curse the one that got away in 3D. We're looking forward to Virtual Crochet, Virtual Cup Of Tea Making and Virtual Dozing Off...

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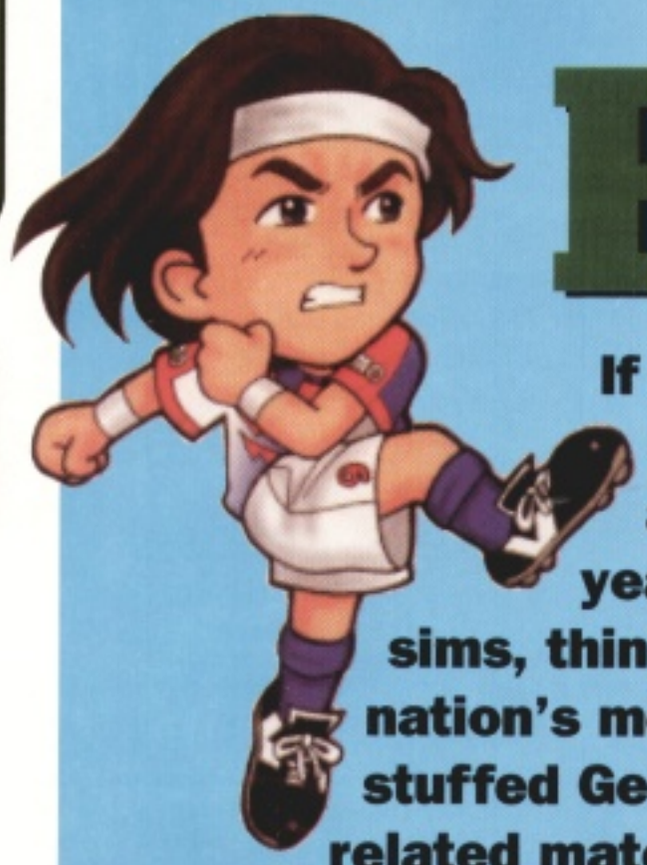
# FOOTBALL FOCUS



**If you thought football mania had passed the SNES by after the release of last year's plethora of soccer sims, think again. Just as the nation's media swells like an cake-stuffed Geordie striker with footy-related material, four new additions are about to click through the turnstile into the all-seater stadium that is our beloved machine.**

The first of the gang of four is Ocean's *90 Minutes*. It isn't, as you may have surmised, a license from the popular weekly football rag of the same monicker, but a UK version of Namco's *Prime Goal 3*. Next out of the tunnel is this year's harvest from the fruit-bearing tree of Electronic Arts in Canada – *FIFA '96*. Closer to home, and of even more established lineage than *FIFA*, is *Total Football*, Jon Ritman's newie which is due to pop from Acclaim's loins in October. Finally there's the favourite of the bunch, *International Super Soccer Deluxe*, which, contrary to its understated title, is actually a full-blown sequel to the finest footy game the SNES has yet seen.

Here, then, using our special knowledge of all things footballular, we'll be looking at each one about to set toe upon on the park, getting Jon Ritman's views on the state of the scene and why he's convinced his will be the all-conquering champion, and even reviewing the only one of the bunch so far brave enough for our Terry Venables-like scrutiny.

Kick off and such like.

## 90 Minutes
**Ocean ● 12 Mbit**

**Namco's *Prime Goal* series reached its third instalment earlier this year in Japan, and Ocean got first dibs on the UK release thanks to a recently established contract between the two companies which also saw *Weapon Lord* coming over here under the Mancunian's fluidial banner.**

Ocean are promising that the game will undergo some relevant code surgery before the game gets anywhere nears the shelves of your local Game Zone. Being a fairly typical Japanese footie sim in intent, *Prime Goal 3* focusses upon the J League, and such references will be altered to that of footballing nations and their respective players. Gameplay tweaks are being promised too, a very necessary thing if the game is to stand a chance of competing with its match-hardened peers.

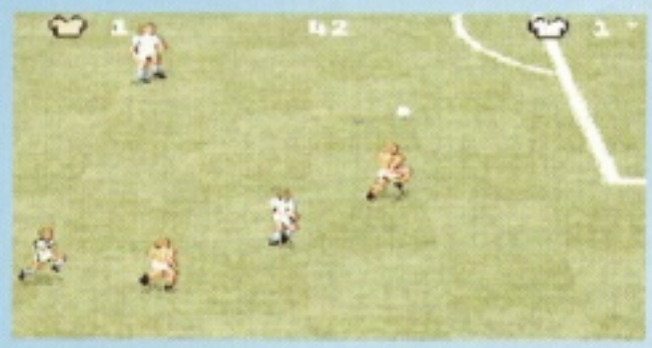
These shots are from the Japanese version of *90 Minutes* which, as you'll know if you've paid any attention at all to the main text, is Namco's *Prime Goal 3*. Ocean didn't have any pics, see. Doh.

*Prime Goal 3* includes this rather rough-looking training option. Hopefully it'll stay in *90 Minutes*.

The J-League teams so prominent in *PG3* are for the chop.

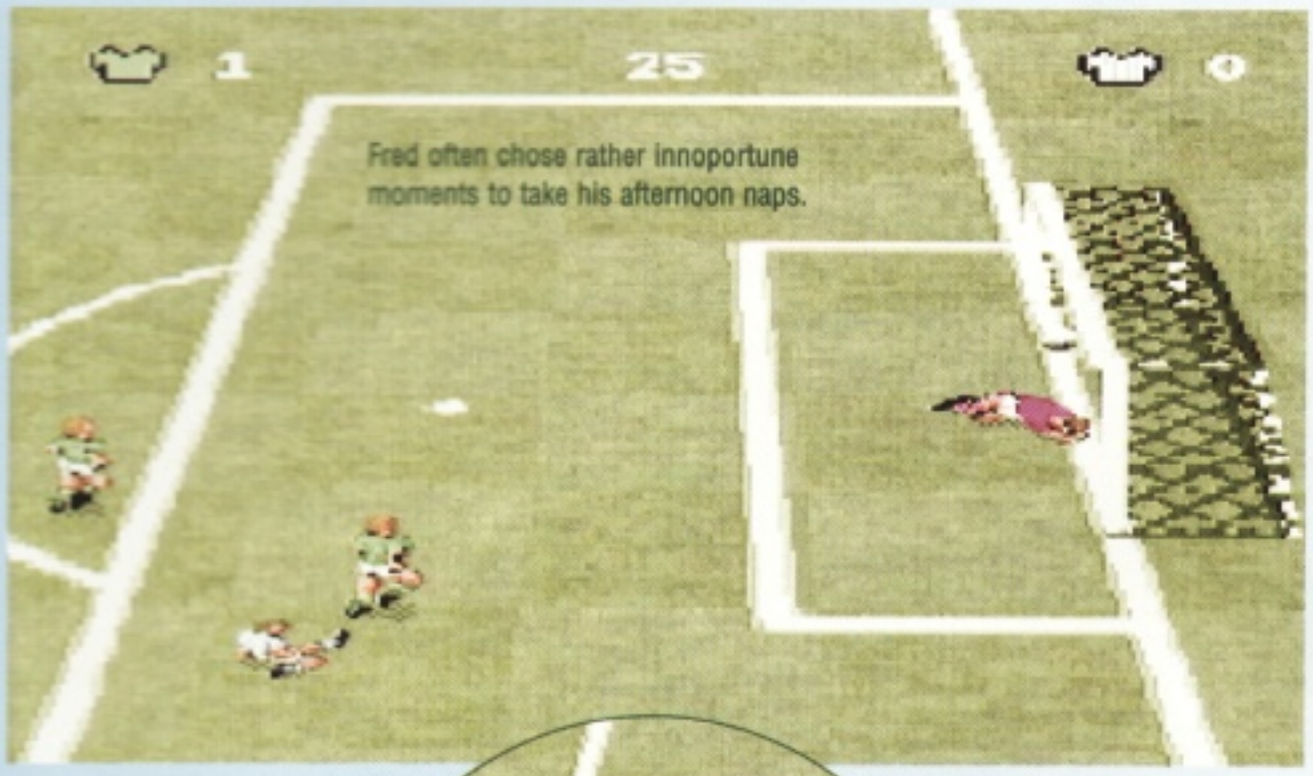
## Total Football
**Domark/Acclaim ● 8 Mbit**

**To the many *Super Play* readers who used to own a Spectrum, the name Jon Ritman will conjure two distinct, yet very separate memories. *Head Over Heels*, one of the most celebrated isometric adventures of all time, was his baby, but many still see his Speccy footie games, *Match Day* and *Match Day 2*, as his crowning glory. With both games unqualified successes when they appeared back in the '80s, it's no surprise that a sequel would be forthcoming.**

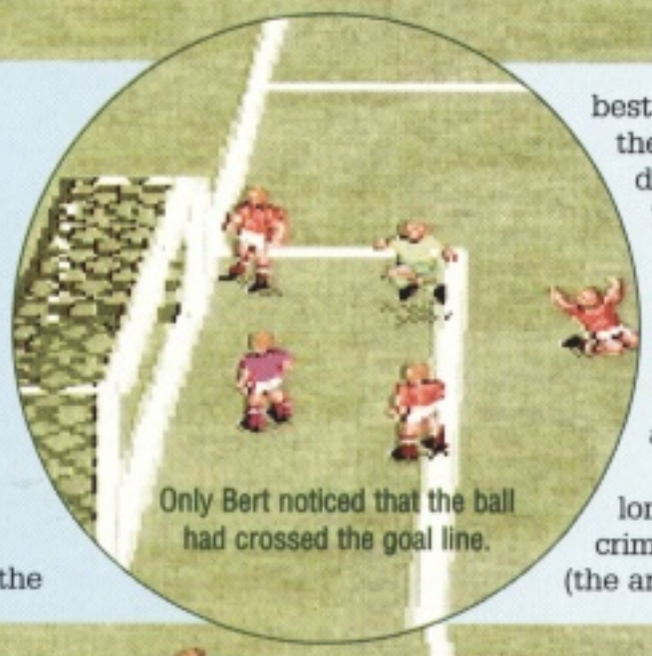


The side-on view favoured by the Ritmanster himself.

Those goals look a bit small, don't you think?



Fred often chose rather innoportune moments to take his afternoon naps.


Only Bert noticed that the ball had crossed the goal line.

Some argy-bargy near the centre circle. Geddit? Argy-bargy? Suit yourself then.

"Both versions of *Matchday* were very popular and that generated a lot of feedback," says John. "Add that to the simple fact that the more you do something, the better you get, and you can see the obvious advantages. I built on the good points of *Matchday II* and, with the extra power of the SNES hardware, I found I could make the game extremely fast, and of course it looks superb with the Mode 7 pitch."

*Total Football* bears similarities to Hudson Soft's ageing *Virtual Soccer* in that each offers a variety of pitch-view options. In *Virtual Soccer*, most players found one view they were happy with and stuck with it forever. The same appears to be true of *Total Football*.

"I tend to play the standard side view à la *Matchday* but since the Mode 7 screen made it possible to see the game from any direction I thought some people may prefer it – once I had the multiple viewpoints implemented it was easy to do the semi-rotating option, and that looks really cool."

Indeed it does. Given this extensive range of views, you'd perhaps expect the game to even include an overhead option, too. After all, it's done *Sensible Soccer* no harm.

"I'm not a big fan of Sensible Soccer. Although Sensi have produced some of the best soccer games I think they have lost a whole dimension of play – *Total Football* allows real control over the ball while it's in the air, while none of the top-down-viewed games achieve this."

Along with longtime partner-in-crime Bernie Drummond (the artist who's been responsible for the graphics on all of their major commercial releases so far – most recently *Monster Max* on the Game Boy), John has set up a development team under the amusingly tangy title Cranberry Source. With a name like that, he's no doubt hoping to avoid any possible associations with turkies, so what is it about *Total Football* that should make us sit up and take notice?

"By far the best thing about *Total Football* is its gameplay; everything has been concentrated around perfecting that. I really wanted a game where I felt I had loads of ball control: so many soccer games seem to do far too much for you – when I score a great goal I want to know it was me, not an automatic system that a baby could operate."

Fair enough.

The biggest hurdle Cranberry Source will come up against with *Total Football* is that they're going to be up against competition stiffer than a starched shirt left out in an icy afternoon wind. The *Match Day* series, conversely, had very few other games of any quality to beat. *International Superstar Soccer Deluxe* looks like being *Total Football*'s biggest threat, what with the original being such a thumpingly good game. John holds it in slightly different regard: "Like many of the more recent soccer games I felt they'd sacrificed playability for pretty graphics. I've got nothing against great graphics but I think ball control should have a much greater priority."

Other things given greater priority, it seems, are a workable five-player mode, a Goal Of The Month award (which is updated when the current corker is superseded, apparently), and a programmable four-man attack option. This option allows the setting up of predetermined moves which can be executed at any point during a match. If all goes to plan, each of the four men involved will complement each other's movements and a spectacular goal will result. Very novel, if perhaps a little difficult to imagine working very often.

So, after the unparalleled successes of Match Days 1 and 2 on 8-bit, and *Total Football* looking set to make a splash when it arrives on 16-bit later this year, what's next? What's the future of footie games?

"Well, that's a bit of a trade secret. Come and visit us at Cranberry Source after Christmas and we may show you..."

It's a deal.

## TOTAL FOOTBALL CREDITS

| | |
|---|---|
| Jon Ritman | Game programmer & designer |
| Bernie Drummond | Game artist |
| Dave Thomas | Front end programmer |
| Bob Thomas | Front end artist |
| Rob Hill | Additional front end Art |
| Joe Myers | Music |
| Mike Ash | Sound FX |
| Darren Anderson | Producer |

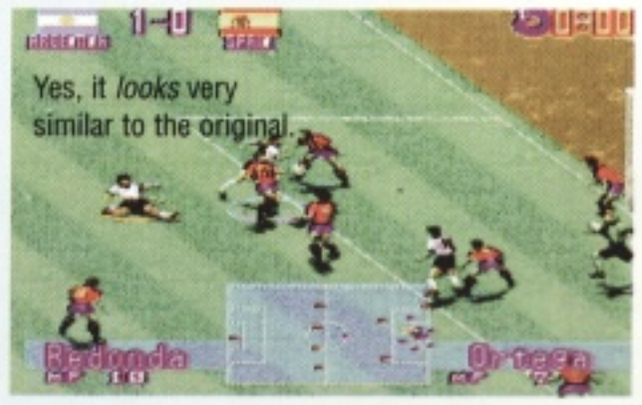
## FOOTIE NEWS

THE Games, the John Menzies spin-off label recently elected by NOA to handle Nintendo's UK business, have struck a deal with the FA Premier League. The agreement, which is said to have been rubber stamped after the exchange of £1m, will run for two years and officially makes the Ultra 64 the 'official console of the FA Premier League'. This means that the machine will get at least one exclusive and officially endorsed FA simulation during 1996. Other promotions under discussion involve raising consumer awareness around the country, so don't be surprised to see some whopper Ninty hoardings at your favourite ground in the fullness of time.

## International Superstar Soccer Deluxe

**Konami ● 16 Mbits ● November**

**There are few games that meet a universally warm reception. Face it: many's the time you've read the exclusive review of a new game in another mag and rushed out to buy the thing only to get it home and**


Yes, it *looks* very similar to the original.

**discover its true status as a clinker of the most un-comfortable proportions. The original *International Superstar Soccer* was rare in that it failed to pick up one single poor appraisal. Even *Sensi Soccer* freaks harboured desires over it, and we all know how loathe they are to accept anything other than their favourite comfort blanket. Doing it a second time is a more difficult task still, but from what we've seen so far, *ISS Deluxe* looks like managing that feat comfortably.**

In Japan, where the game has already been released to wide acclaim, the cart podged in at 24 megabits, but that's been cut down to a much more market-friendly 16 megs for the version deemed fit for our shores. The speech, of which there was even more than in the original, has had to be trimmed down for the UK, but – and this should be cause for some vigorous brow moppage – there are over 40 improvements or new features in total elsewhere.

Of the all-new features, perhaps the most immediately pressing is the four-player multitap compatibility. Following a close second is the speed of the game, which has been upped noticeably since the first time around. Then there are the new controls, which temper the gameplay to a quite frightening degree. It's now possible to feint during a dribble, allowing you to skip over crunchy tackles like the first lamb of spring, plus there are extra one-two passes, varying headers, two choices of sliding tackle and both shoulder charge and blatant push challenges.

*Deluxe* makes it possible to handicap just about every aspect of your or your opponent's team, from health to goalkeeper skill levels right down to the actual number of players fielded on the pitch. And individual players' names and numbers are now completely editable from the start – something that's been sorely missed in many SNES footie titles.

On the mere 'improved' side, CPU intelligence had been upped, making the hardest skill level of the first game on a par with the default medium setting of *Deluxe*. Opposing goalkeepers are now better at judging when to challenge players bearing down on their goal, and outfield players are slicker in their movement around the park.

Even though it's been pruned, a special mention must nevertheless go to the game's speech, of which there's a fat larynx's worth more than there was in the UK version of the original. The chap drafted in to preside over the action in *Deluxe* makes some wonderful verbal observations when a long ball is played and throw-ins and corners are conceded and suchlike. You've got to hear his incredulous "*No foul?*" to truly appreciate his presence, though. It's got to be the bloke off the *Batman* TV series from the '60s, it's *got* to be.

You'll be able to hear him and judge for yourself in November. In the meantime, look out for the full review next issue.

The variety of player haircuts is in the sequel too, er, which has got to be a good thing, probably.

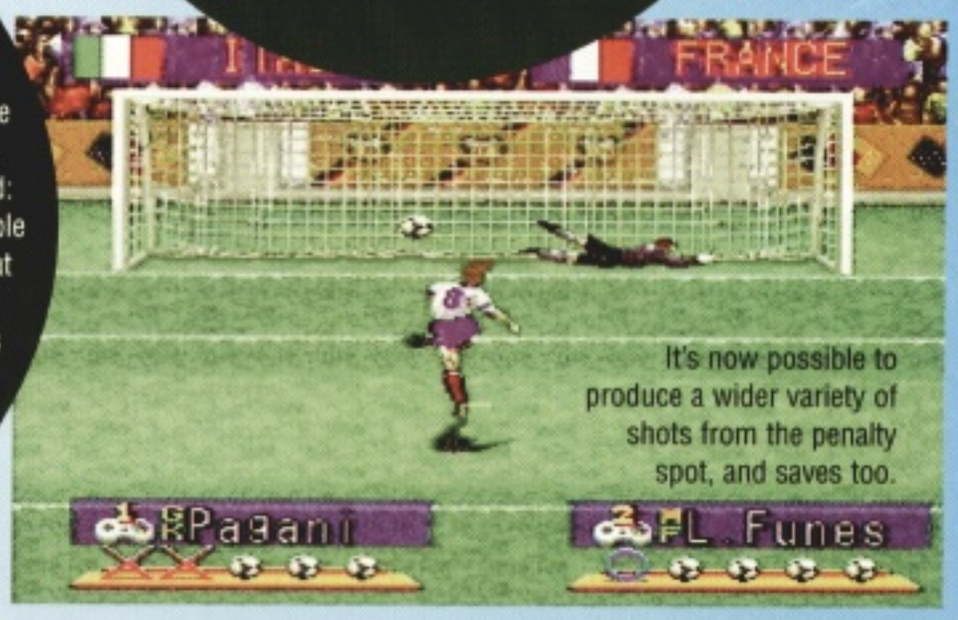
With certain pad jigglings, it's now possible to perform amazing free kicks.

## FOOTIE NEWS

Future Publishing, the company wot does *Super Play*, are publishing The *Official FIFA '96* Magazine on October 26 in conjunction with Electronic Arts. It'll be a 100-page affair featuring in-depth coverage of the game's development on all platforms, including interviews with John Motson (the commentator who lends his blend of vocal 'skills' to the CD versions of the game) and the many programmers and artists who've worked on the project. There'll be some general footie-related stuff in there too, and you'll be able to pick it up on the transfer market (ie the newsagents down the road) for the un-Collymore-like fee of £3.99.

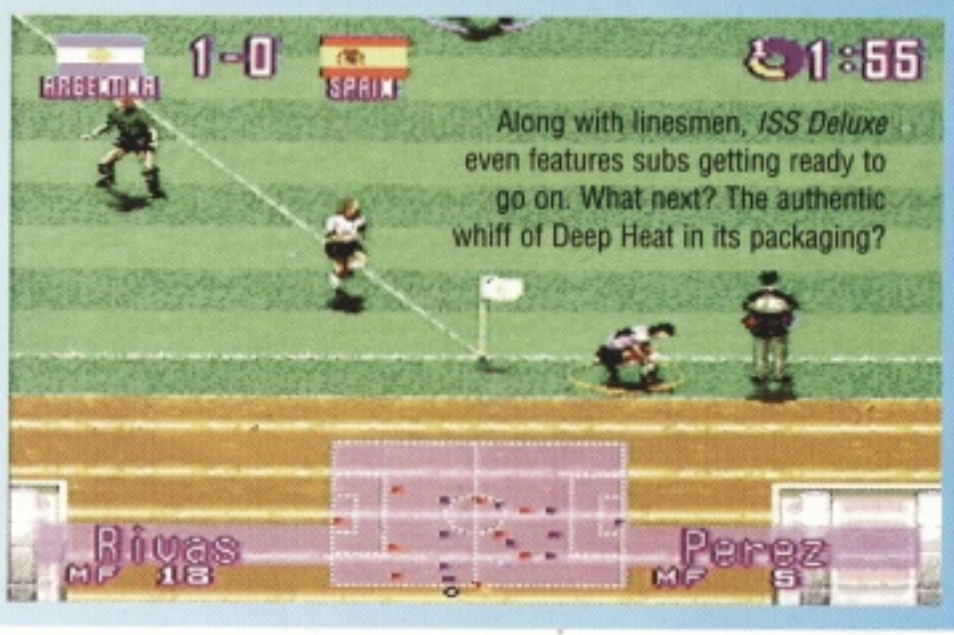
## FOOTIE NEWS

Carling have recently launched Carling Premier, a new strain of their popular honey-hued beverage (which is Britain's favourite lager, as it happens) to tie in with their sponsorship of the FA Premier League. Super Play lager correspondent Tony Mott commented: "It's as if Carling have done what the brewers responsible for Caffrey's did – they've come up with something that takes hours to settle and gives a chuffing great head, while still keeping a lagery taste, as well. I reckon it's all done with chemicals or something. I must stress that I haven't yet been able to give it a full test, but if Carling fancy throwing some my way I'll be happy to do so".




It's now possible to produce a wider variety of shots from the penalty spot, and saves too.

If this guy can't put it in from here, he should be playing for Bristol City. Sorry, City fans.




Along with linesmen, *ISS Deluxe* even features subs getting ready to go on. What next? The authentic whiff of Deep Heat in its packaging?

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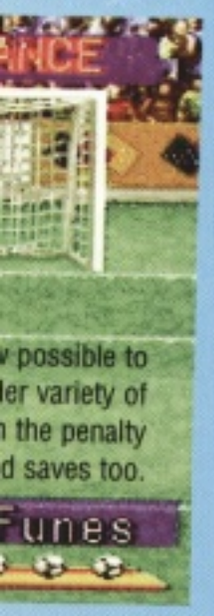
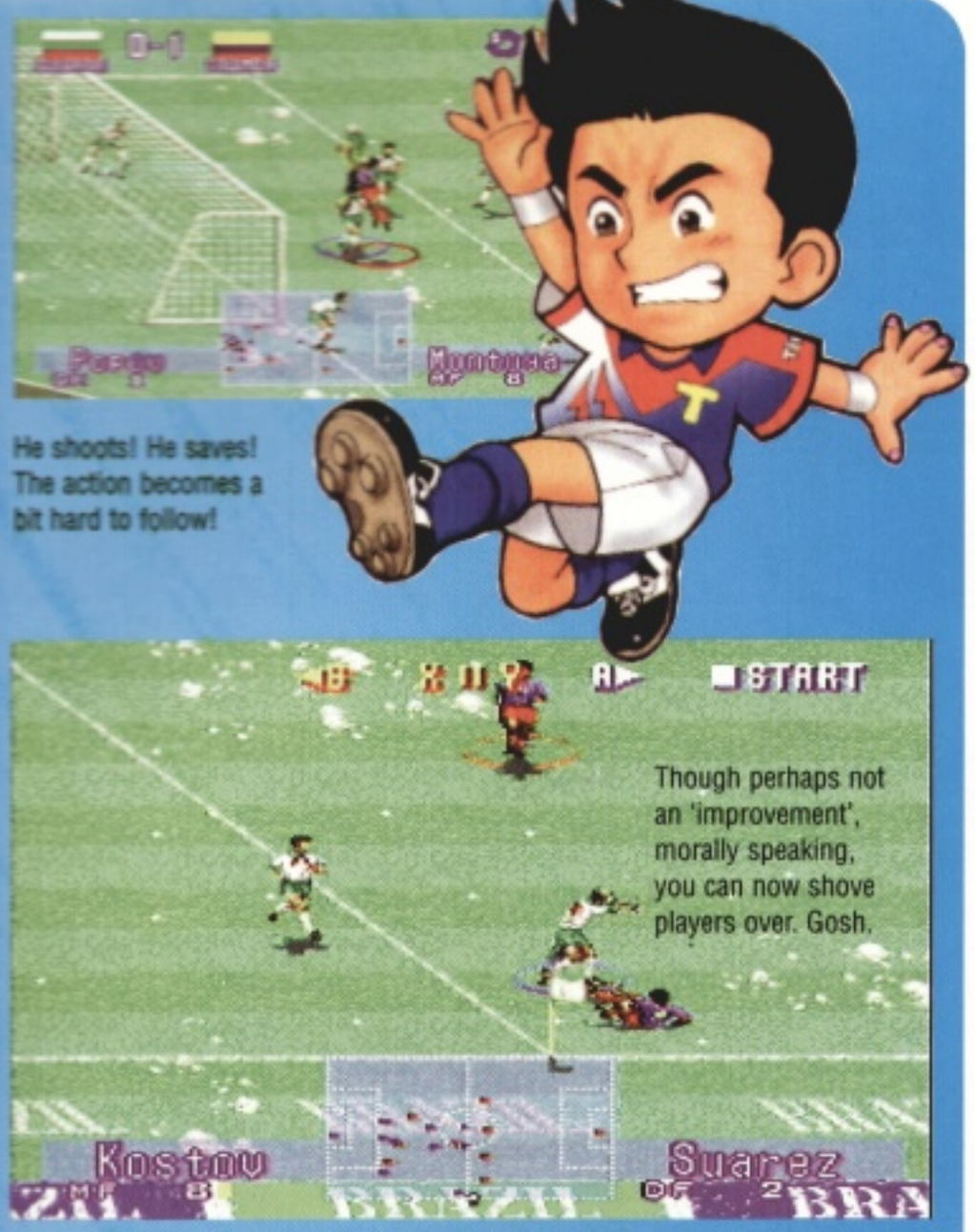




He shoots! He saves! The action becomes a bit hard to follow!
START
Though perhaps not an 'improvement', morally speaking, you can now shove players over. Gosh.
Kostov
Suarez

# TWEAK ME

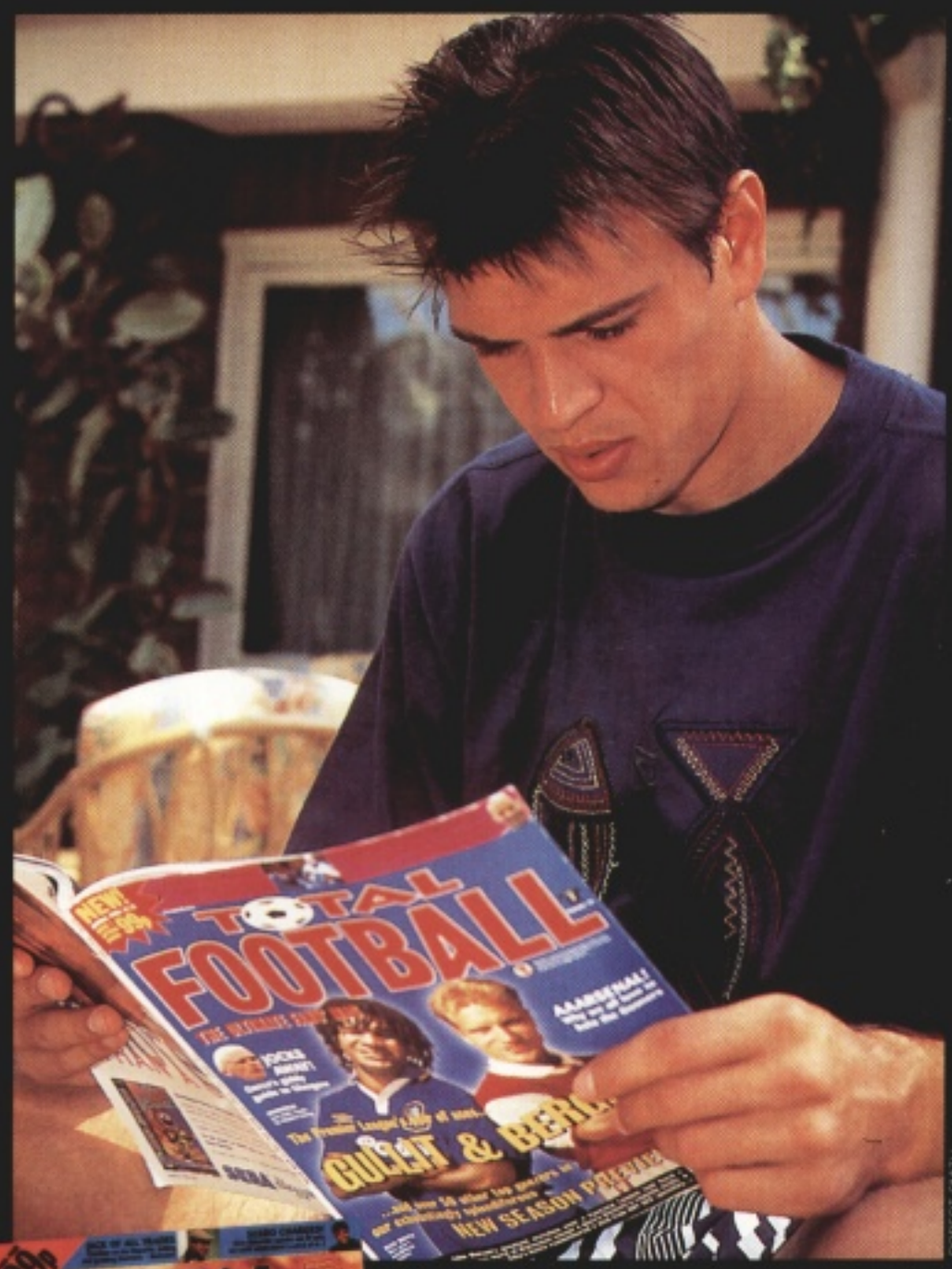
You could spend hours tinkering with *ISS Deluxe*'s front end with all the new features it has in place. These are just a few of the sections where you can muck things up completely.

Here's the bit where you can nominate individual players to take part in attacking moves. Stick 'em all on attack, I say.

Ah. There's no actual tweaking to be done here, but you can have a look at your team posing for a piccy.

The little faces to the left of each player's name indicate their state. Tune your opponents' down if you're feeling a bit outclassed.


# TOTAL FOOTBALL: AS READ BY ALL DISCERNING SERBIAN ASTON VILLA STRIKERS (CALLED SAVO)



WARNING! This mag contains naughty words!

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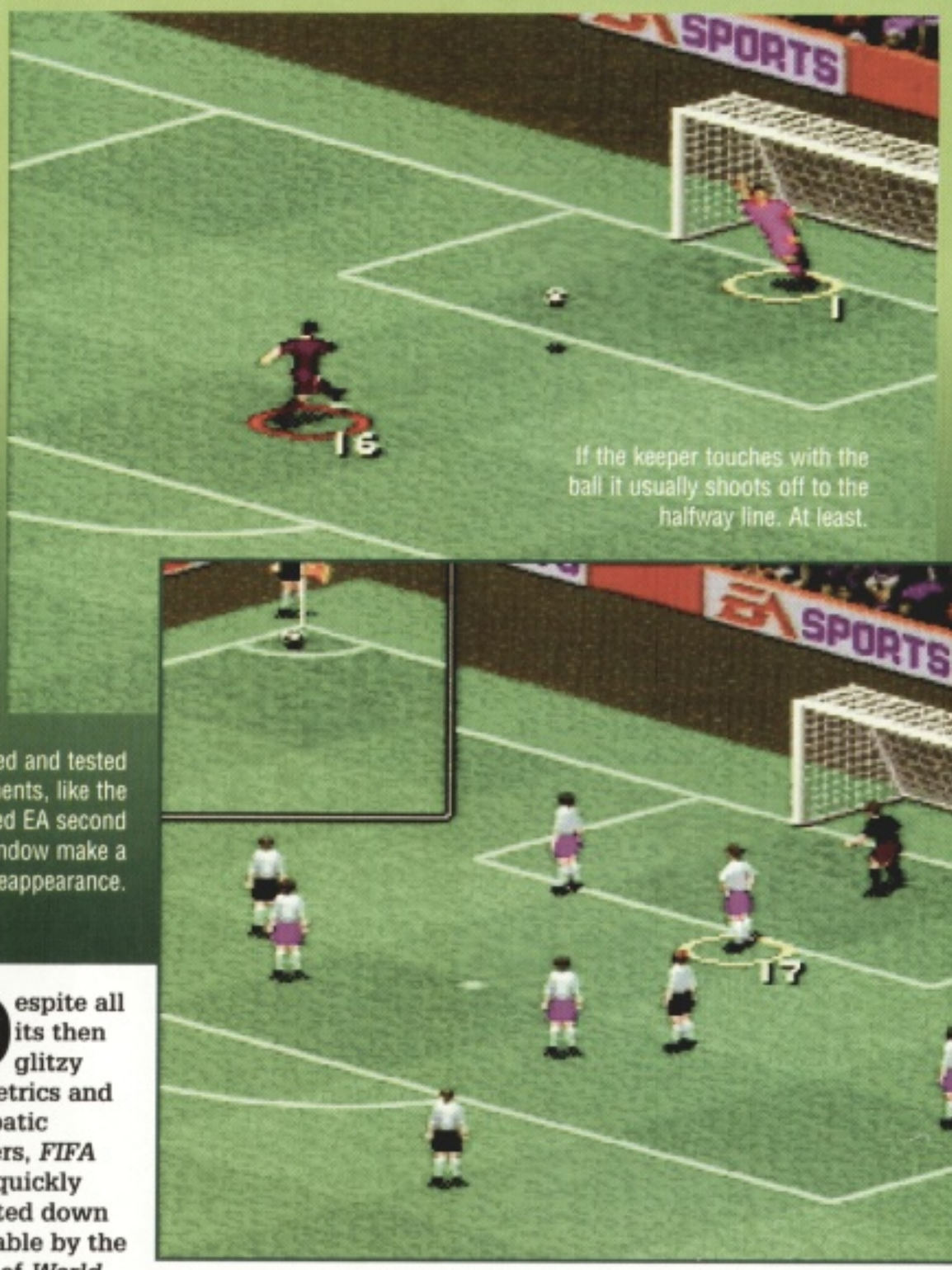
# FIFA '96

**To go with the revitalised Premier League there'a whole new bundle of updates. FIFA '96, for starters.**




If the keeper touches with the ball it usually shoots off to the halfway line. At least.

Tried and tested elements, like the patented EA second sight window make a reappearance.

## THE MORE THINGS CHANGE...

EA have always been ones for evolution rather than revolution and much of the game will be familiar to fans of the original. Tactically, it's exactly the same, with the usual coverage, tactics and formation combination and converts will be pleased to see that, yes, you can still score from the halfway line, and the keepers still look as though they're trying to snap themselves in half backwards whenever they need to move more than a yard to either side. Bless 'em.

You can actually go for all out attack while restricting your team to their own box, if you like.

Go for midfield dominance, power up front or a packed defence – the choice is yours.

It might not look too impressive but the keepers do try.

**Despite all its then glitzy isometrics and acrobatic players, *FIFA* was quickly shunted down the table by the likes of *World Cup Striker* and, especially, *International Superstar Soccer*. Among its more glaring flaws was a treacle-like pace and the difficulty the players had in deviating from straight lines. As well as being frustrating, the inertia attached to the players undermined the animation, turning international friendlies into competitive figure skating face-offs.**

But EA are never shy about their sequels and do actually take the opportunity to at least try to improve what are generally top quality games. True to form, *FIFA '96* is a definite advance and goes some way to closing the gap between itself and *ISS*. Most importantly the tempo's been upped. The previously ponderous players have been replaced by a (slightly) less slothful squad and some, but not enough, of their moonwalking antics have been stamped out.

The ball in particular, which was always liable to shoot into the net from anywhere on the pitch anyway, seems to have gained a new lease of life. You can still score from the halfway line, naturally. In fact, so keen is the ball to fly off into the far corners of the pitch and net that, at times, even the game camera can't keep up. This might look authentic to fans of local news highlights but does little for anybody playing the game. Unleash a thunderbolt from outside the box and the chances are that you'll see the ball shoot off screen only to be seen again nestling in the back of the net. Not really fair of a game that has a manual keeper option.

But the game's been improved in subtler, but more important, ways too. At first, matches often degenerate into the same sort of midfield pinball that marred its predecessor but the really big improvement, the passing, soon shines through. With the new force rings on and some helpful pass arrow prompting that goes some way to solving the problems of large player sprites, it's easier than ever to stick together slick-looking moves that cover the whole pitch.

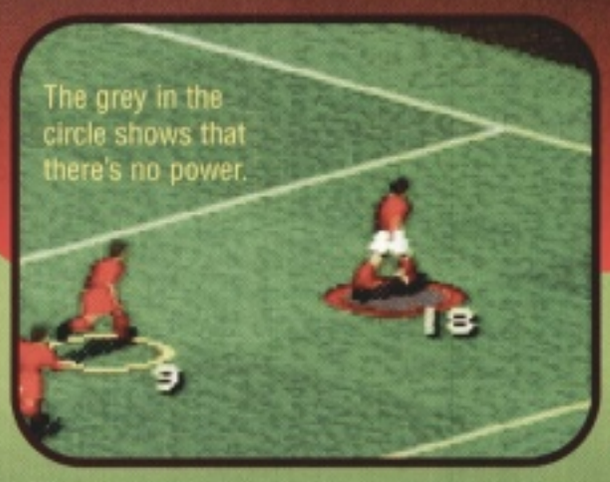
The traditional EA strengths are as obvious as ever. There's no denying that *FIFA '96* is a bit of a looker. The animation's been souped up, the crowd looks better than ever and, yes, the menus are as slick and clear as ever. Sonically, things are better again with possibly the best sounding crowd around and one Mr Motson adding to the big match atmosphere.

**UK Release**

**Game:** FIFA '96
**Publisher:** Electronic Arts
**Developer:** Probe
**Price:** £TBA
**Release:** October
**Players:** 1 to 5 simultaneously
**Cart ROM:** 16 Mbit

# ONE RING TO BIND THEM

The most important innovations to this latest version of *FIFA* are the power ring, which shows just how long you've been squashing that shot button before you let your foot go, and the passing arrow. This nifty new device indicates the whereabouts of off-screen team-mates who might like a touch, actually.



Strangely Liverpool's preset strategy is long ball. Now that can't be right, surely.

Attacking midfielders peel away as a defender brings the ball out.

(Left) Or end of the second quarter if some people get their way.

So there are plenty of solid reforms, but, inevitably, *FIFA '96* will be compared with its peers. It does go some way to catching its main rival *ISS*, but still falls short in purely footballing terms, still lacking the subtlety and depth of Konami's champion. With *Deluxe* heading this way, things look bad for *FIFA '96*. Or they would if you lot didn't buy shedloads of copies.

● **Will Groves**




(Below) Number 22 never did get the hang of hula-hoops.

Lots of people looking in different directions and no ball. Plus a fight.

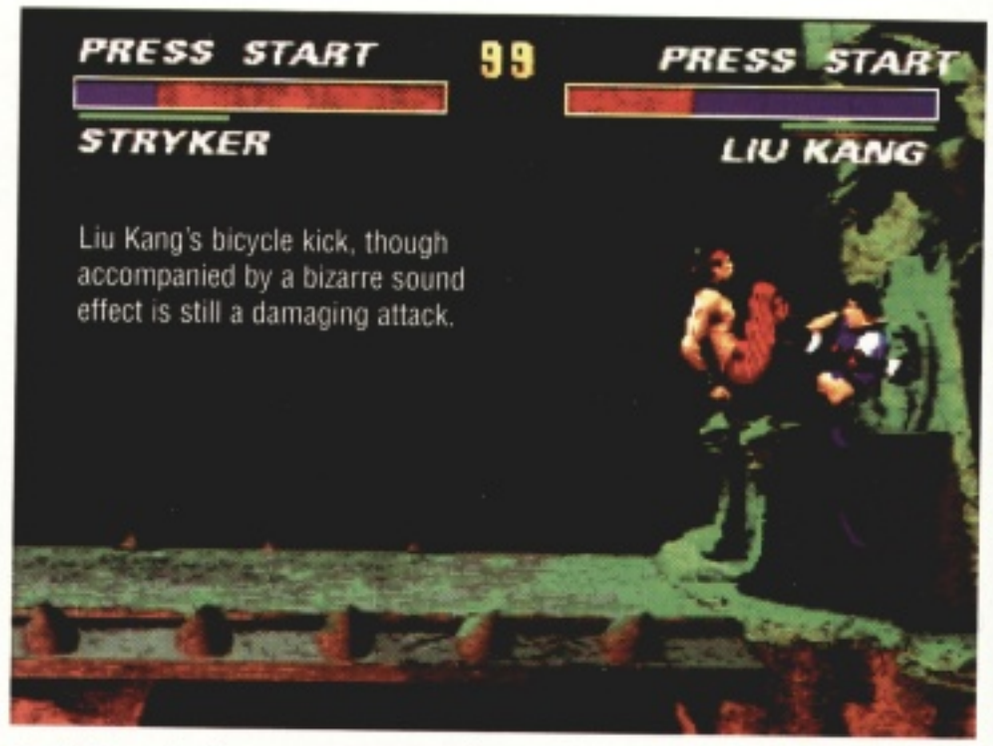
## FIFA '96
**EA**

FIFA SOCCER 96

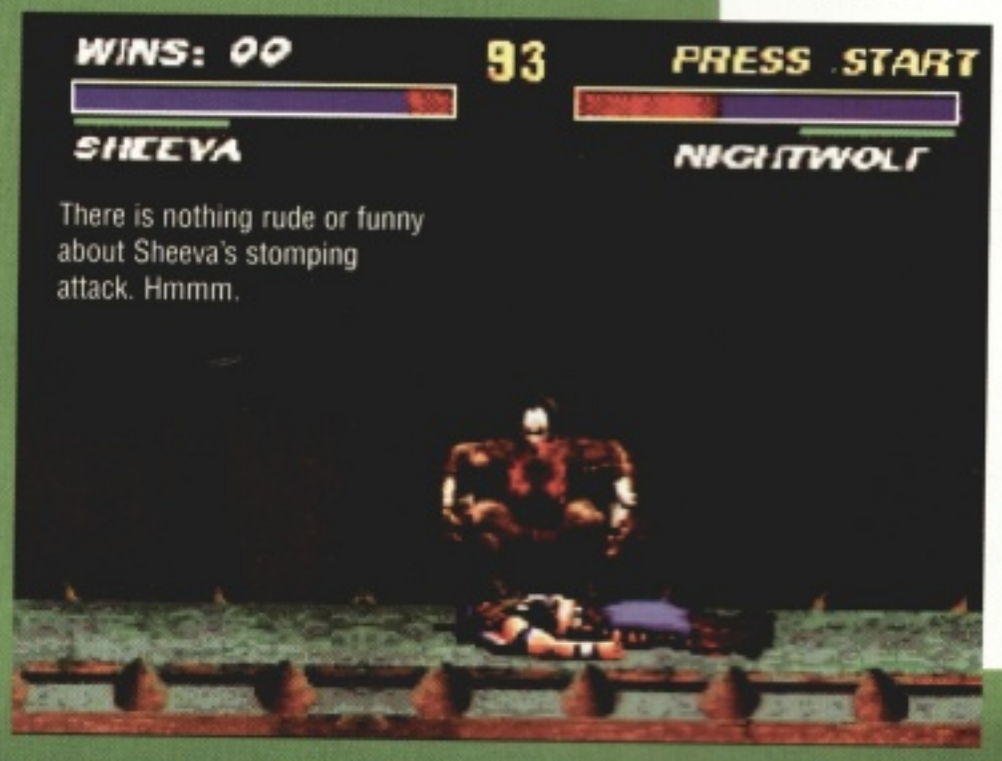
| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 90% | 88% | 80% |
| **GAMELIFE** | **OVERALL SCORE:** | |
| 85% | | 84% |

**VERDICT: *FIFA* was beginning to look badly dated and, true enough, *'96* looks and feels like a much more modern game. But despite some improvements, the same problems as before – over-inertial players, for starters – still leave it in the chasing pack behind *ISS*.**

Sheeva ends up on her back, as Sonya tries the old flick and go trick. Sheeeeee's OUT cold!




Liu Kang's bicycle kick, though accompanied by a bizarre sound effect is still a damaging attack.




There is nothing rude or funny about Sheeva's stomping attack. Hmmm.

# MORTAL

## Got a good idea for a beat-'em-up... How about a sequel to the sequel?

**Hate to go on about it, and after my opening paragraph I promise not to come back to it, but *Mortal Kombat*'s creators Ed Boon and John Tobias first got the idea for said game when they saw that most excellent and hallowed example of the beat-'em-up genre *Street Fighter 2*. Seriously. They've gone on the record and said that, after they saw *SF2*, they just had to do a beat-'em-up. Take a winning Manga arcade formula and add poncey digitised Hollywood hardmen, with a sprinkling of mythology. I said I wasn't going to go on about it though, and I'm not. Now I've shot that load I can take a few paragraphs to explain just why *Mortal Kombat 3* is such a spiffing fighting game.**

The original *Mortal Kombat* on the SNES was a shameful affair all round. Sanitised fatalities and green blood removed the window dressing from what

**UK Release**

**Game:** Mortal Kombat
**Publisher:** Acclaim
**Developer:** Williams
**Price:** £59.99
**Release:** October
**Players:** 1 or 2 player
**Cart ROM:** 24 Mbits

## BLOODY HELL

Remember how the caring-sharing-family-aware Nintendo censored the worst bits from *Mortal Kombat 1*? How they sanitised and ruined all the fatalities and changed the colour of all the red blood to the much less offensive green? Well, this time round you're treated to a full plate of guts and bones stew. Strange how we can bear it now and yet two short years ago, this would have all been too much for our delicate little souls.

It would appear that Williams themselves took the Nintendo blood-colouring creed to heart and *MK3* gives us several donors who'd certainly get turned away at the blood wagon...

So here we go with the transfusion guide to the blood of the *MK3* warriors, presented here, because we feel this is information you need to know and not in any way because we want to make a gratuitous point about how idiotic the censorship was in the first place.




Cyrax's slash of blue blood.




Red blood for Jax. The horror!




Kabal has red blood. Arrrgh.

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## KILLER INSTINCTS

**Everyone knows that it was the *Mortal Kombat* series that invented the fatality, so here are a few of our favourites...**

Kano shoots a laser from his bionic eye and fries his unfortunate victim. I feel like chicken tonight.

Liu Kang gets ready to drop a *MK1* coin-op machine onto Sindel. Eat this!

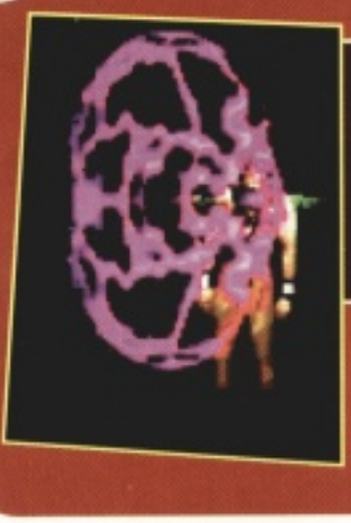
Sindel's scream leaves just a gory pile of flesh and bones.

was widely regarded as a pretty average game anyway. The controls were never really there and it just wasn't any fun. The sequel was a different kettle of fish altogether. Much more sophisticated fighting action, with exquisitely designed moves and combos, well-balanced characters and presentation to kill for. So *MK3* has a bit of a challenge on its hands – to finally put to death the shame of the first and come up to scratch with the second.

I'm not going to ramble on about the plot here in the review, you'll find out about all the DARK FORCES and ULTIMATE QUEST and OUTWORLD stuff in its own boxout.

All you need to know is that the geezer opposite you is the enemy. Same as any fighting game then. Only five characters are held over from *MK2*, though many of the moves need new sequences. The biggest change to the existing characters is Sub Zero – the bloke wot had the ice ray thing. Now he's gone buck naked, on the face-front anyway, and fights without the benefit of a mask, revealing a rather fetching scar.

Going through the new characters, you've got the two cybernetic ninjas Sektor and Cyrax, skinny-legged blue-bloods with a riveting range of mechanical special moves. Kabal is the one who wears the mad mask, and respirator –



Sonya turns into a purple blob. A girl's gotta have a hobby.

apparently he's a goody. There's a native American (right-on) character by the name of Night Wolf who uses a mystic bow and arrow and tomahawk (not-so-right-on) move to good effect. Sheeva's the woman with four arms. Best not to dwell on that one. There's also a new geezer called Stryker, who, when he wins a fight, pulls a gun out and shoots

Disgusting behaviour in the playground.

### DON'T TRY THIS AT HOME, KIDS

Remember all the furore about children emulating beat-'em-up moves in the playground? It was probably well-meant, but ultimately daft. What possible urge could a youngster have to pull off some of these tricks? And since conjuring fireballs from your finger tips isn't in the national curriculum, I blame the parents.

Sheeva just loves that ground stomp.

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# 3 KOMBAT

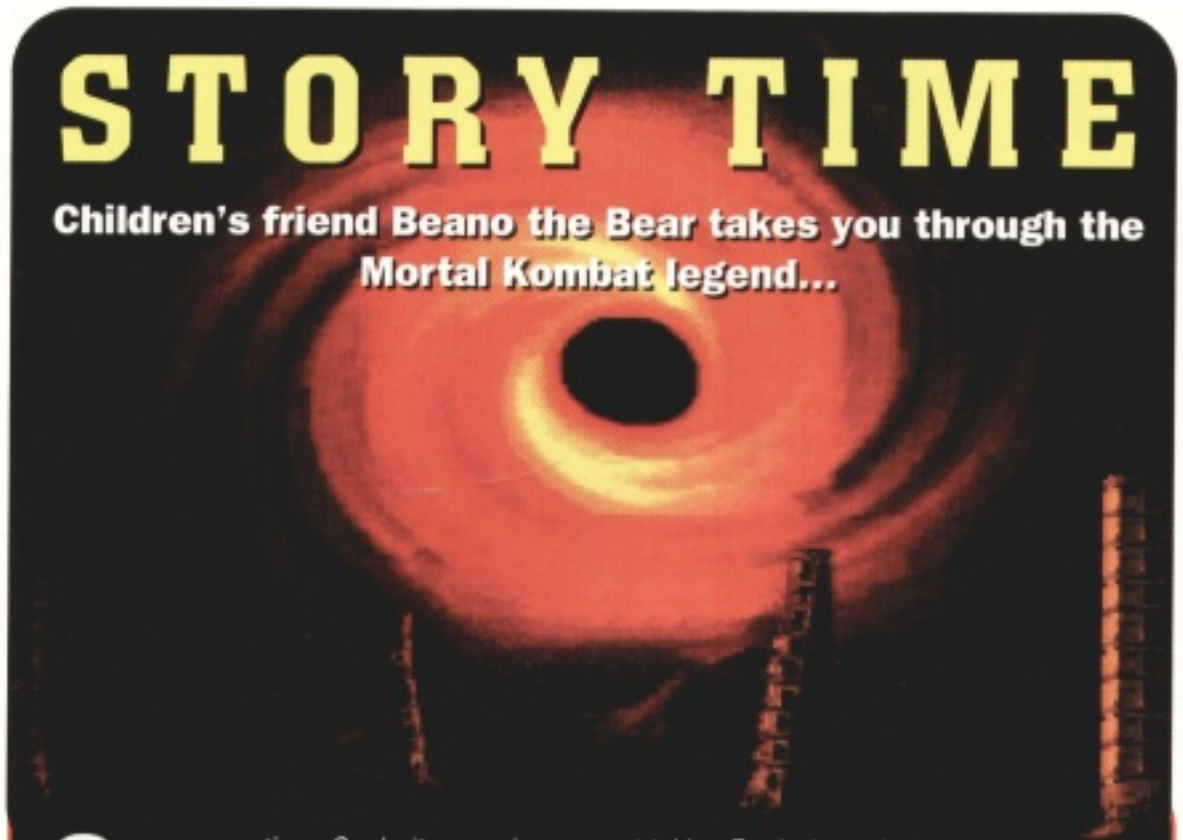
into the sky. Yehah. But where was the gun when you needed it, dolt! Kano and Sonya who were relegated to mere unplayable prisoners of honour in *MK2* make a welcome return, but depressingly Kano's lost his headbutt... and replaced it with a hilarious though probably painful shake move.

The *Mortal Kombat games* created the much-copied Finishing Move phenomenon, and, on top of the fatalities, babalities and friendship moves *Mortal Kombat 2* gave us, there's now the Animality – originally just an *MK2* myth. Favourites here include Stryker turning into a dinosaur (veeeeery *Primal Rage*) and Sub-Zero as a polar bear (not cute). Before you're even entitled to pull off one of these babies however, you've got to play the last round without using a block and also do a mercy. A curious trick which lets your enemy get a breather and recover some of his energy. Strange, but yes, true.

The presentation on *MK3* doesn't quite cut the same thick and gorgeous mustard as the game that came before. Whilst the backdrops are a definite improvement, particularly the Church level, the player sprites themselves lack that all-important meaty feel. It just looks too feminine, particularly when you're playing the male characters! I mean what kind of game features cybernetic ninjas with thinner legs

# STORY TIME

**Children's friend Beano the Bear takes you through the Mortal Kombat legend...**



Once upon a time. Oooh, it was a long time ago. In fact it was in the days when soft, cute and pudgy bears roamed as wild beasts, eating nuts and berries. Once upon a THOUSANDS OF YEARS AGO there was an order of the wisest men from the Far East. They slept in the most soft and beautiful beds and in their dreams they had visions of a dark realm. It was like a light realm with the lights off. They called it the Outworld. It was a dark and chaotic place, certainly not the kind of place you'd like to wander into of a night. And it was ruled by a nasty, vicious emperor called Shao Kahn.

Now, the wise men knew that travel between the Outworld and Earth would someday be possible, it all depended on the balancing of the furies, negative and positive forces which keep our unstable universe from collapsing onto itself. Erm. Cut, cuddly, furry stuff.

Knowing that the eminent Outworld invasion would prove too much for Earth, they asked the nice Elder Gods for help, and they hit upon the idea of creating the *Mortal Kombat* tournament – a contest, to protect the Earth and contain the outside threat. But, after two whole games dedicated to trying to do things the legitimate, proper, nice and good way, Shao Kahn became frustrated by failed attempts at taking Earth through the tournament battle.

So, the bad man decides to enact a plan which began almost 10,000 years ago. Mr Kahn had a lovely queen, called Sindel. She died young and he was sad. But then his friends the shadow priests (a bit like the Oopa-lompas in Willy Wonka), led by sorcerer Shang Tsung, made it so that Sindel's spirit would be reborn on Earth. Best leave the birth to the Benetton ads. Anyway, this unholy act gave Shao Kahn the power to step though the dimensional gates and reclaim his queen, thus enabling him to finally seize Earth.

Things get a bit scary at this point. Shao Kahn strips the planet of all human life claiming every soul as his own. Look. I'm only a bear, okay? I can't make this stuff sound fluffy any more. Slowly the Earth begins to transform into a part of the Outworld itself. But there are human souls which Shao Kahn cannot take. These souls belong to the warriors chosen to represent Earth in a new *Mortal Kombat*. The warriors are scattered throughout the planet and Kahn sends an army of fierce Outworld warriors to Find and eliminate them. Some of the Earth's warriors survive the attacks, but most do not. The remaining few hold the only chance at saving all of human kind. That's you, that is.

Yeeeees. But which one? Mirror matches aplenty!

## MORTAL KOMBAT 3

**Acclaim**

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 75% | 79% | 89% |
| GAMELIFE | OVERALL SCORE: | 85% |
| 86% | | |

**VERDICT: A well-balanced fighting game, faithfully recreating the coin-op original in gameplay. But one which would have benefited from some more attention in the presentation department.**

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## FINISHING HIM

**When Finish Him flashes up on screen you could go for the gore. But there's another way. The route of the kind, caring friendship move and the patronising laugh-mongering babality. Alternatively, if you want a new brand of gore, try an animality.**

Jax turns into a hungry lion for his animality. A lion with the taste for intestines.

Nightwolf's animality. Definitely *not* a Beano the Bear move.

A close-up of the pixellated baby-boy Liu Kang. The humiliating joys of the babality.

than Kate Moss? Sound is good with arcade-accurate samples and atmospheric music and effects.

While *Mortal Kombat 3* has loads more hidden stuff (you'll get bored of waiting for the Arkade Kodes to flash up on the screen), new moves and loads of new characters, I'd rather play *MK2*. That's not that number three isn't one of the finest beat-'em-ups money can buy. It's just that *MK2* on the SNES plays a better looking and feeling game.

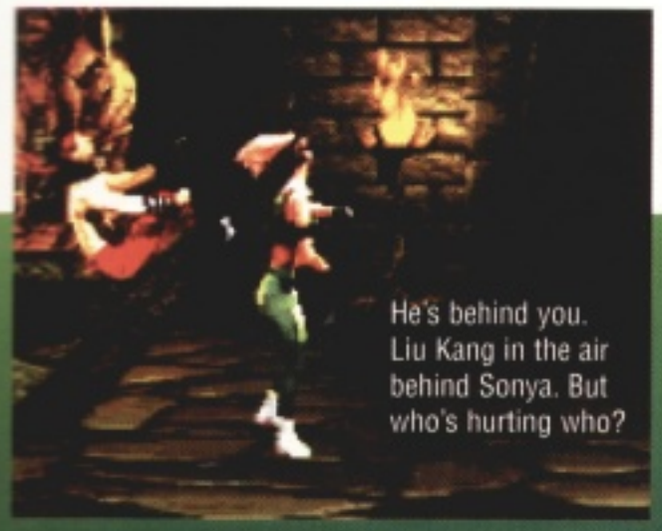
● **James Binns**

The fights get so hectic players are known to faint. Pathetic.

When those words flash up, strut your funky killer stuff!

Liu Kang's friendship move. Shadow boxing!



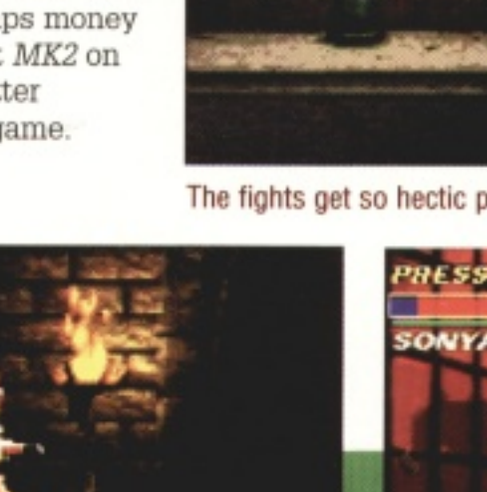


He's behind you. Liu Kang in the air behind Sonya. But who's hurting who?

Grotesque scenes like this happen all the time.

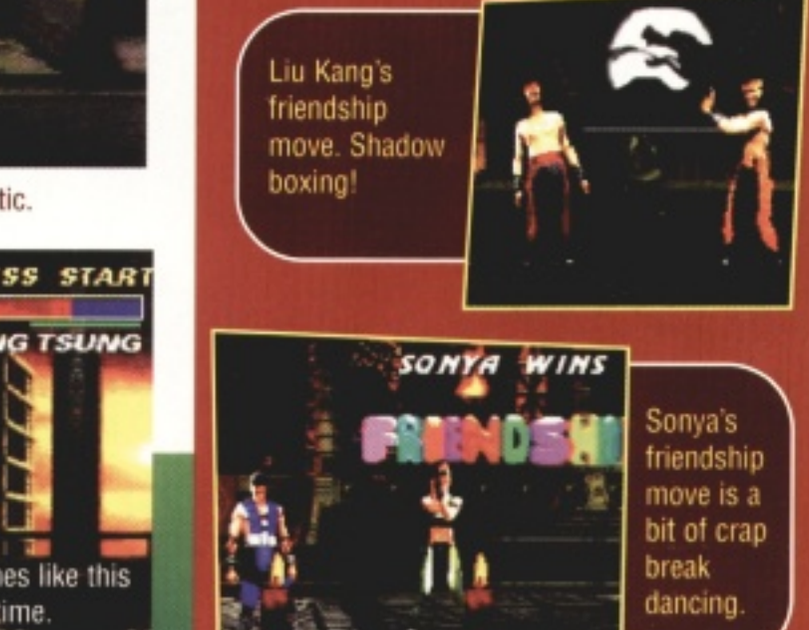
Sonya's friendship move is a bit of crap break dancing.

## SUB-ZERO



Sub zero. Ice in his veins. Blood in the sky!

## STRYKER



Riot control men bleed too.

## SHANG TSUNG

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## SHEEVA

Hmmm. Green. My children are safe.

## SINDEL

Red blood from

## SONYA

Sonya's blood corrupts.

# SUPER BOM

## WHAT'S NEW?

We all know how it feels to get blown up at the start of a three minute game. It's lousy. Pleasantly, a new option in *SB3* allows players who die mid-game to continue to play on in a limited fashion. Once you're dead you can slide around the edges of the screen and throw bombs at those still active in the centrefield.

The tag team mode is also much improved, by keeping character sprites individual and allowing one side the advantage of a third human or computer participant. With experimentation you can create balanced teams, leading to hard-fought but rewarding matches.

Combine the two options with a five-player game and *Super Bomberman 3* has a truly unique depth. Should I commit suicide at the start and try to take out the opposition whilst they're relatively trapped? Do I have faith in my comrade(s) to finish the job?

Red prepares a bomb for the corner... and chucks out the Mexican!

**With the added incentive of pizza and videos, I assembled a team of *Bomberman* fans to give it the definitive playtest. The squad list is one-time *Super Play* contributor Maff Evans, Dave Golder of *SFX* magazine, 8-bit veteran Clur H, and me. Oh, and this Hairy bloke I share a house with.**

World Warriors: the Bomberman Gentleman's Club now allows other nationalities and – steady on, Admiral – Bomberwomen as members. Egad, what times are these?

With a crafty bomb I release the giant snowball. The rest don't know about it, yet...

**UK Release**

**Game:** Super Bomberman 3
**Publisher:** Virgin
**Developer:** Hudson Soft
**Price:** £49.99
**Release:** October
**Players:** 1 to 5 players with multitap
**Cart ROM:** 16 meg

### SUPER BOMBERMAN 3

**We kick off with the star of tonight's session, Virgin's UK release of *Super Bomberman 3*. After some nightmare wiring problems (a multi-tap, five pads, power lead, scart lead, stereo speakers) we're off.**

*Maff:* STOP IT! WHO'S PRESSING THAT BUTTON? DO YOU KNOW WHAT YOU JUST SELECTED? AAAAAARGH!
*Clur:* Heh, heh, heh....
First rule of multi-player games: assign one person to handle all the menus, options and starting the game. The alternative is a decline into ANARCHY AND CHAOS. Nevertheless we quickly get into the action, and the air is soon thick with those familiar *Bomberman* exclamations and terms of social abuse.
*Dave:* Quick, get Maff! Get Maff! Get – no, not me, you gits!
*Maff:* Bast – what happened there? Who did that?
*Clur:* Zy did.
*Dave:* Zy did.
*Hairy:* Zy did.
*Zy:* Er...
*Others:* STITCH HIM!

## BATTLE MODE

Multi-player games are limited to these ten battle stages. There's nothing like the Duel Zone or Speed Zone of the first game, sadly.

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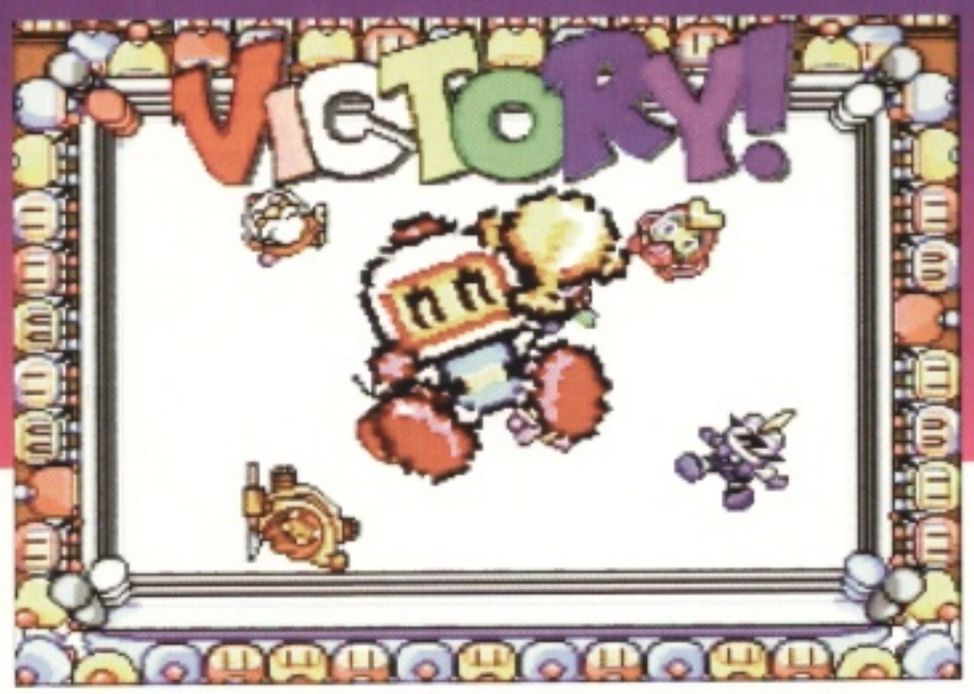
The gloating winner picks up a bonus power-up for the next match. Not a popular option, this.

## NO THANKS

The one-player game is better than ever but I've ignored it because (a) it's easy enough to finish in a single sitting, and (b) it was never anything more than a bonus, a frill, a silk kerchief in the breastpocket of Bomberman's velvet regalia. Real Bomberman is multi-player Bomberman. Though I seriously begin to wonder if Hudson Soft appreciate it.

# MBERMAN 3

World Warriors: the Bomberman Gentleman's Club now allows other nationalities and – steady on, Admiral – Bomberwomen as members. Egad, what times are these?




Our cover image, the winning bomberbloke being given a dose of the bumps. In-game music is simple but rather fitting.

This is no time for a whoopee cushion prank.

*Maff:* STOP IT! WHO'S PRESSING THAT BUTTON? DO YOU KNOW WHAT YOU JUST SELECTED? AAAAAARGH!
*Clur:* Heh, heh, heh....
First rule of multi-player to handle all the g the game. into levertheless we and the air is iar *Bomberman* social abuse. Maff! Get – no,

d there? Who

Those years of learning from my *Bomberman* sensei, James Leach, have not been wasted. I am already the most unpopular player in the room. I take another game before the others conspire to destroy me in a firestorm, when my concentration is broken by a poke in the ribs.
*Clur:* YOU – TOTAL –
*Zy:* Oh no, my game evening has degenerated – ouch! Game violence only, keep the violence on screen!
It seems my friends would be happy to play *Bomberman 3* all night, but for the sake of balance I force a retrospective test of the previous games for comparison.
*Dave:* Coward.
*Zy:* Yep.

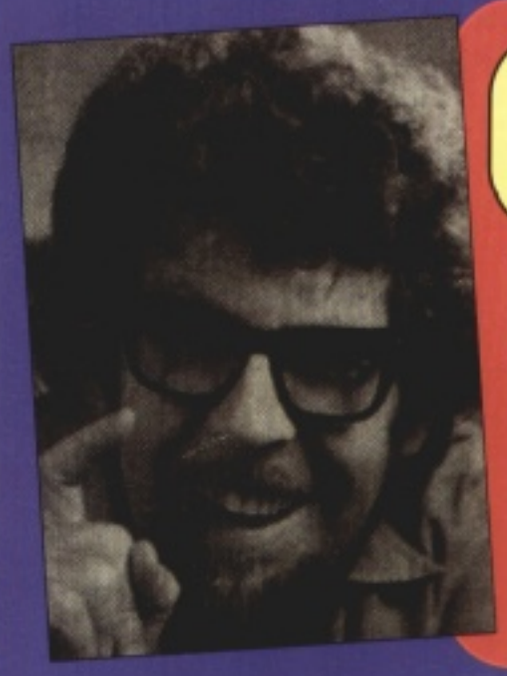
### SUPER BOMBERMAN

First thing we notice after *SB3*: jerky movement and sticky walls, you have to be precise with control to dodge around a corner at speed. I request Flower Zone and we discover the joys of a boxing glove and a detonator. The simplicity reminds us what a great game this is, and how little they've progressed. Even so:
*Dave:* How come the computer players know exactly where the flames end? Look at him, he's right on the edge of that explosion.
*Maff:* True. But they're rubbish with punches or detonators, though.

Even top junk food cannot break the fierce concentration of these, um, *Bomberman* couch potatoes.

### SUPER BOMBERMAN 2

We try out the new tag team mode, but we're instantly confused. Players on the same team look identical, so you're never sure who's who. We also notice some appallingly frequent slowdown. I take time out to arrange the snacks.
*Dave:* Who's blue? Who won that round? *(a sinister silence)*
*Zy:* Hang on – you whacked the computer player's level up to ten, didn't you?
*Maff:* Er... might have done...
*Clur:* I want to play the one where you go around the edge blowing people up. It's boring when you're crap.



# OPERATION ROLF

Kangaroos. *Bomberman 3* has marsupial steeds, found in eggs, which give you special powers and even absorb one blast to protect you.

**Blue:** punches like the old boxing glove power-up.
**Yellow:** pushes blocks around.
**Brown:** lays a line of bombs at once.
**Pink:** jumps over single blocks or bombs.
**Green:** dashes like a mad thing.

"Ahooga, Ahooga – the mating call of ol' bluey. Boomers are the key to *SB3*, so look after yours."

The one-player game has six stages to conquer, each protected by one of these bosses.

## SUPER BOMBERMAN 3
Virgin

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 75% | 85% | 90% |
| GAMELIFE | OVERALL SCORE: | |
| 89% | | 89% |

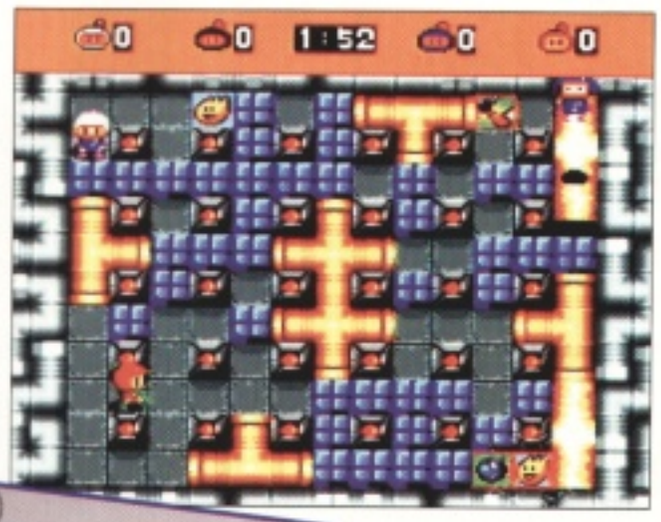
**VERDICT: A great game with a couple of excellent new multi-player features that, nevertheless, remains overshadowed by the original. But we're dealing in the finer points, here...**

## FINAL VERDICT

When we reviewed *Bomberman 2* (*SP21*: 91%) I penned a second opinion because I was deeply disappointed. I ought to criticise *SB3* for the same reasons because it fails to offer anything drastically different to other games in the series. And Hudson's developers deserve a bloody good radishing for peddling the same game with knobs on twice. *SB3* now takes up four times the memory of the original, so why are there fewer battle screens? You still can't customise the levels or the availability of power-ups, and many of the great collectables found in the normal mode are absent from the battle mode.

But exploring *SB3*'s new features and twists revived my interest in explosive multi-tap thrills. It's lots of fun, with a surprising depth, and if this was the only version of *Bomberman* you ever played you'd love it to death and be puzzled, to see it rated at anything less than 90%.

I'm still mad at Hudson for not giving us the ultimate *Bomberman* experience when they clearly have the talent to do so. Only experienced and money-laden bomberfans will relish the chance to pay big cash for the few extra frills here.



*Bomberman 2* (above) and the favoured original (right).



"Oi, Zy, why can't we use the big TV in your room?" Curses.

### SUPER BOMBERMAN 3 AGAIN

It may have been random but the power-ups, particularly kangaroos, seem to appear in the same areas every time. And... we still miss the boxing gloves. The Blue Kangaroo has an identical punch but it's rare, and playing chicken with the slide kick isn't enough. The feel is smoother, however, and the chance to play on after you've died is a stroke of genius. You still can't win, but you can make life hell for your assassin.

*Maff:* Get the computer player, he's got No Bombs Lurgy!

*Dave:* Yesyesyes – ah, no, I'm dead. What do you mean? He had loads of bombs.

Maff: Yeah, I know. Ha.

Maff & I team up for a tag match against Hairy, Clur and Dave. We win several battles with ease but then the sofa team starts conferring in whispers. We think we're doing well, but suddenly Maff is trapped by two bombs thrown in from the sidelines by Clur and Hairy. Strategies from beyond the grave have defeated us.

*Hairy:* You walked straight into that, cheers.

*Clur:* No, I like getting the lurgy and then infecting people.

*Hairy:* Whose side are you on, exactly?

*Zy:* Blimey, we've been playing for hours. Shouldn't we watch that video now?

### CONCLUSION

Original *Super Bomberman* is still the finest of the trio. Its basic rules makes it easier for family or casual gamers to join in, and there are no distractions or gimmicks to disrupt a duel between seasoned players. However, it's very revealing that we happily returned to *Bomberman 3* for the second half of the evening: it's a game for experts who want something new, and has a couple of very welcome multi-player treats. The general consensus was that if you haven't got any version of *Bomberman*, seek out the first game. Otherwise you should ignore *SB2* and get this. You didn't want to know that, having just bought *SB2* at clearance sale price, did you? Ah.

● **Zy Nicholson**

ERMAN 3
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| | GAMEPLAY |
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RDICT

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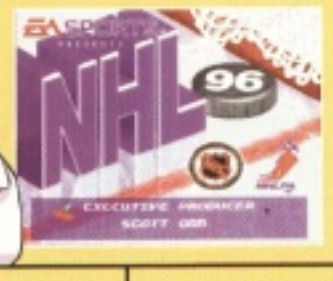
**UK Release**

**Game:** NHL '96
**Publisher:** Electronic Arts
**Developer:** Highscore Prod.
**Price:** £44.99
**Release:** November
**Players:** 2
**Cart ROM:** 16 Mbits

## NHL '96
### Electronic Arts




| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 77% | 85% | 91% |
| GAMELIFE | OVERALL SCORE: | 90% |
| 88% | | |

**VERDICT: Every year it keeps getting better. Whether there are enough improvements to warrant previous purchasers shelling out again is debatable, but for the rest of us this is a top sports sim.**

**Now, when was the last time you played ice hockey? You and your mates, eh? Sharpened your blades, buffed up your helmet and took to the ice, to hammer a bit of rubber about with a stick? When? It's never, isn't it? You've never ever played ice hockey in your life, have you? Me neither, so quite how such an unpopular sport makes such a popular (and brilliant) game isn't known, but it is – and don't EA know it.**

As they do every year, EA have updated *NHL*, adding up-to-date statistics, some new features and further tweaking the gameplay as well as adding one to the number bit at the end. So, what of this latest '96 vintage? Well, '96 is indeed a good year and *NHL '96* is pretty much perfect.

There's none of the jerkiness that spoilt earlier versions. Its super-smooth scrolling and host of new features make it the best version yet. Sports games often only excel in a two-player scenario, so to address this issue '96 adds different skill levels to select. If you're a novice, set the game to, er... 'novice' and you're in with a chance. Souped up computer intelligence means that the rest of your team and your opponents behave even more like they should. Backing you up, moving into position as you approach the goal, and hurrying in to defend it, spoiling for a fight, respectively. Speaking of fight, you may now disable the occurrence of this ever-popular hockey phenomenon by turning a new 'Fights' option to 'Off'. Though quite why you would, I don't know.

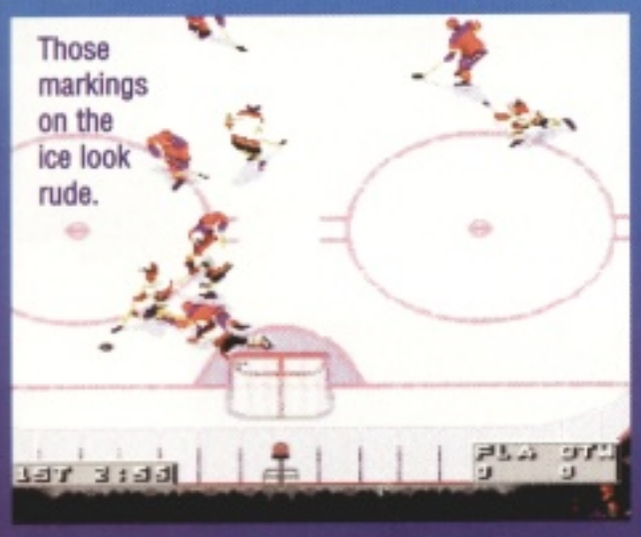
*'96* also, far more usefully, features lots of new moves. Players can now perform 'Drop Passes', flicking the puck behind you and 'Fake Shots' where you give the puck an almighty thump upwards, instead of goalwards, baffling your opponents... sort of. Add to these the Quick Stop, stopping your player dead in his tracks and the Spin-o-Rama, causing your player to spin round putting his body between the puck and an opponent for a vital moment as he skates past and you might just about have enough new features to warrant a purchase even from owners of well worn '95 versions. Perhaps.

The new moves and features are great, but the main alteration has been to keep the statistics department bang-up-to-date. Ah yes, the 'stats' department. That ceaseless list of fact and figures for every player of every team. If they are your 'thing' then you'll be pleased to know they're all here in all their riveting glory. I'll just stick with playing the game, thanks, an infinitely more entertaining proposition.

So, should you buy it? Well, if you already own and love the game, perhaps keeping it on a red satin cushion on the rare occasions that it isn't in your SNES, unless you're 'stats' mad, then it's a close thing. But if you're a newcomer to *NHL* and you love sports games, then you can part with your cash, safe in the knowledge that you're taking home one of the finest. Until next year, that is.

● **Dan Griffiths**

# NHL '96

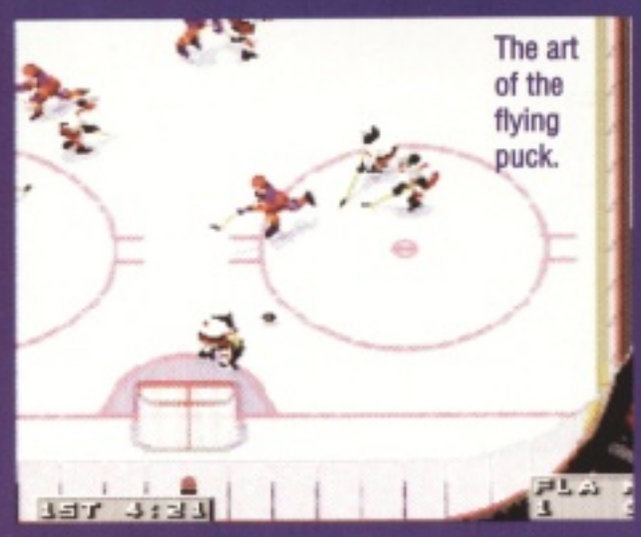


Those markings on the ice look rude.

**If I say 'Puck' and you think 'Shakespeare', you'd best stick to reading books.**

Save your knee caps and stick to ice hockey on the SNES.

You can play in a one-off exhibition game, or play through a complete season as shown here.



The art of the flying puck.

**SOD SKATING, LET'S FIGHT!**

Having difficulty beating your opponents? Why not give them a beating literally! A 'stamina' and 'jersey' meter mark each fighter's progress, the loser 'going down'. It's not *SSF2T* but it is good fun.

Trip = Fight = Sending off. Ruffians.

## THE ONLY WAY WE'LL WIN IS IF WE COMBINE OUR POWERS!

The cast of characters in *Chrono Trigger* are a varied bunch for sure and each has his or her own preferred choice of weapon. For those able to use magic (everyone except the robot and stone-age girl) there's an elemental slant to consider as well as the all-important combination attacks.

The secret to inflicting maximum damage to irritating monsters is to combine your attacks. It's a good idea to keep changing your party so they can all learn a good range of magic. But hey! If you play RPGs, you should already know that.

**American Release**

**Game:** Chrono Trigger
**Publisher:** SquareSoft
**Developer:** In-house (Dream Project)
**Price:** Ask importer (typically £60-70)
**Release:** Out now
**Players:** 1
**Cart ROM:** 32Mbit
**Age Rating:** 6+

# CHRONO

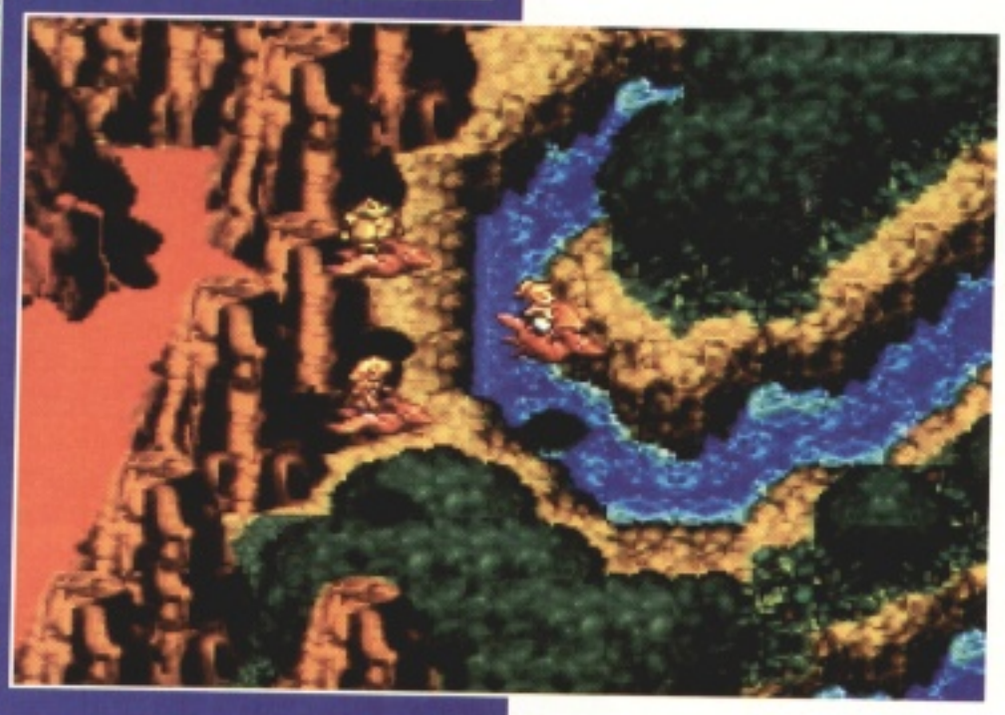
## Doug and Tony meet Dragonball in Square's Time Tunnel. What was the time again?

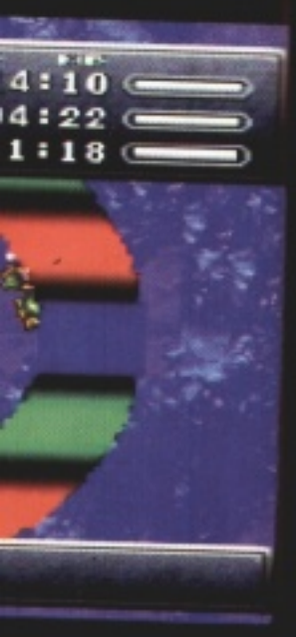
With the mighty *Final Fantasy III* the reining king of the RPG world, and still generating a huge amount of interest around the globe a year after its Western release, it's no wonder that *Chrono Trigger* has been one of the most eagerly awaited games on the American SNES calendar since we covered its Japanese launch back in issue 32. Even Square USA's own project, *Secret Of Evermore*, seems to have been pushed back to make way for the time-travelling creations of Messrs. Toriyama (*DragonBall*), Horii (*Dragon Quest*) and Sakaguchi (*Final Fantasy*), the aptly entitled Dream Project responsible for this, Square's first 32Mbit title.

It's a tad unfortunate for *Chrono Trigger* that it has got such an illustrious predecessor to live up to in *FF III*, when it's actually got more in common with *Secret Of Mana* than Square's flagship series. With a smaller cast of characters and a more action-led story, it doesn't set out to convey the same sort of epic drama that has endeared *FF* to its fans' hearts (surely it would just be *Final Fantasy VII* if it did?). What it does try to be is a fast-moving adventure with always somewhere to go, some item or person to find, and less of all that wandering about without a clue where to go next. If you get stuck for what to do in *Chrono Trigger*,

Not so bad baddie Magus makes a formidable opponent when you first run across him.

Time warps can come out in the most unusual of places. Fortunately these little chaps are friendly and will even give you a piece of cake.


A spot of dactyl riding in the past will get you where you want to go.



# O TRIGGER

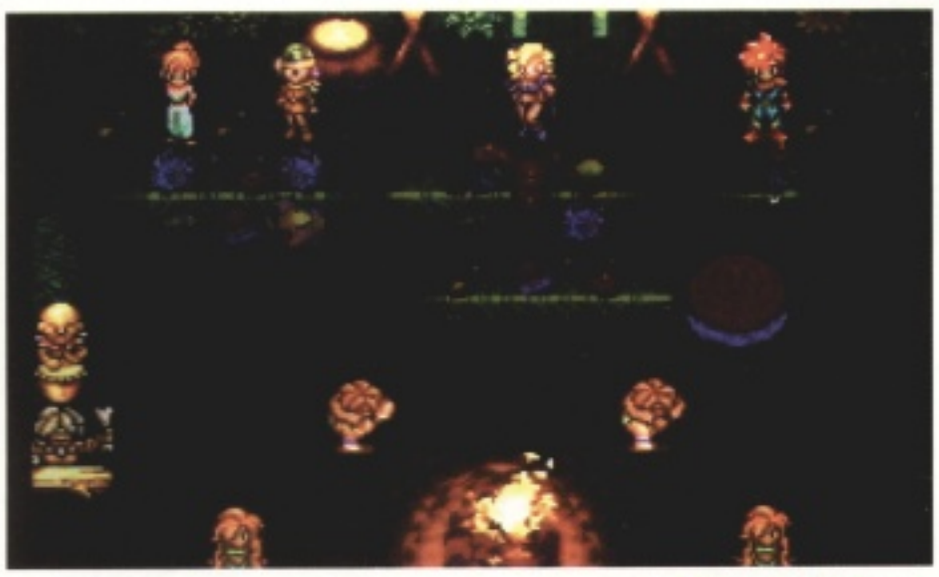
**With the mighty *Final Fantasy III* ining king of the orld, and still ng a huge nterest around r after its s no wonder that een one of the ames on the ince we covered n issue 32. Even *Secret Of* been pushed time-travelling ma *Quest*) and the aptly ponsible for this,**

*Chrono Trigger* rious *FF III*, when it's with *Secret Of* series. With a d a more t out to convey that has ts (surely it *VII* if it did?). st-moving adventure with always somewhere to go, some item or person to find, and less of all that wandering about without a clue where to go next. If you get stuck for what to do in *Chrono Trigger*, then you really haven't been paying enough attention.

The game could have modelled itself on *FF* a little more in the character development department though. Whereas Locke and co. in *FFIII* all had histories and a story to tell which was essential to the game advancement, the only character in *Chrono Trigger* to have any sort of past is the noble frog prince as we learn how he came to have his amphibian form. As for the rest of them – nothing, nix. Your hero is just as anonymous as the boy from Mana, and the rest only reveal anything about themselves when you first meet. It's surprising how much of a difference it makes when a character has some sort of motive for his actions – in the end I felt more for the frog than anyone else.

If it's emotional attachment to characters and an exciting story you're after, then the words you read on the screen are all important. Unfortunately Ted Woolsey's English translation is on a par with his previous efforts in that if you don't mind monsters talking hip, and horrendous puns such as eating Jurassic Pork soup in the prehistoric age then fine. Personally, I wish he'd think a little more about the atmosphere the game is trying to create. It's hard enough to lose yourself in a video game world without being constantly reminded of how clever the translator's trying to be. After all, you are meant to be 'role' playing.

Above: While things might not look good initially, most opponents do have a weak spot. Strategy is the answer!



Above: Probably the most fun the characters have in the game is at Ayla's prehistoric party.

Above: Taking on the Thelma role to Marle's Daphne is Lucca as she shows everybody up by promptly repairing Robo.

Left: It's not all bashing monsters, you know. Take time out to admire the scenery.

Frog
Another sword user, Frog uses water as his magic base. His combination of healing and strength make him a good all-rounder.

Ayla
The stone-age girl also has no magic ability, but when you acquire her triple kick she is one of the most powerful characters.



If the script doesn't quite hit the literary heights, the rest of the game works fine. The battle engine straddles *FF* and *Mana* nicely with a good mix of avoidable and non-avoidable encounters to keep you on your toes when wandering about. There's a little strategy in that you can sometimes hit more than one enemy at a time and, of course, the nice addition of the combo attacks improves things no end. Square have given the magic in particular some lovely graphical effects that easily match those in *FFIII* and even if the graphics in general don't quite match *Final Fantasy* (although they do surpass it in some parts) they're definitely superior to *Mana*.

If all the above sounds a little negative don't be too put off. This is a fine game and one Square fans will get a lot out of. The time travel premise is superbly implemented, and the way things are intermingled through the different periods means the main underlying story stays strong throughout all the individual quests. Definitely recommended... if you've got the time (ha!).

● **Wil Overton**

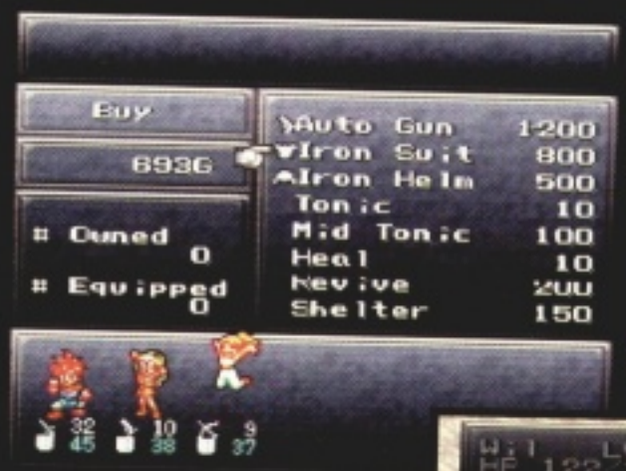
Above: Marle and Lucca combine powers to rid the bridge of Zombor.

Above: Power mad parents in the kingdom of Zeal as the deadly Mammon machine is activated.

Right: Danger lies ahead as you prepare to stop the Mammon machine. Or something.

## AH, I LIKE A HERO WHO'S HANDY WITH STATS

**This is of course where you'll tinker with your party, kit them out with the latest in fashionable armour and tend to their wounds.**



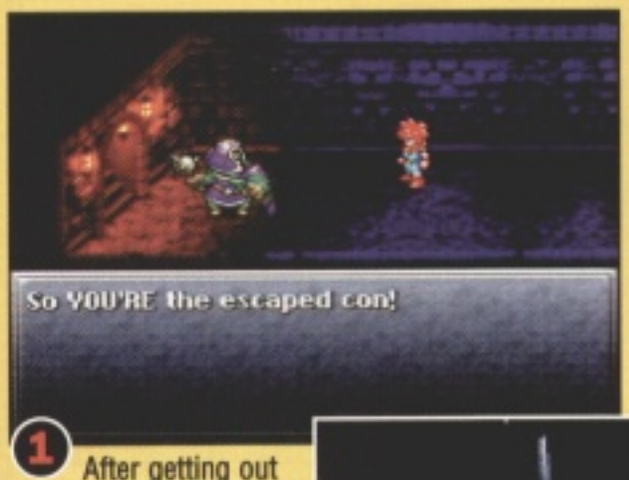

As in *Final Fantasy* it's easy to see who'll benefit from what item. Equipment configerations aren't as important though.

The exchange menu is a bit pointless really, as you can't replace Crono as the leader and the positioning of the other two members isn't critical at all.

You can even examine all the possible attack combinations.

## PRISONER CELL BLOCK H

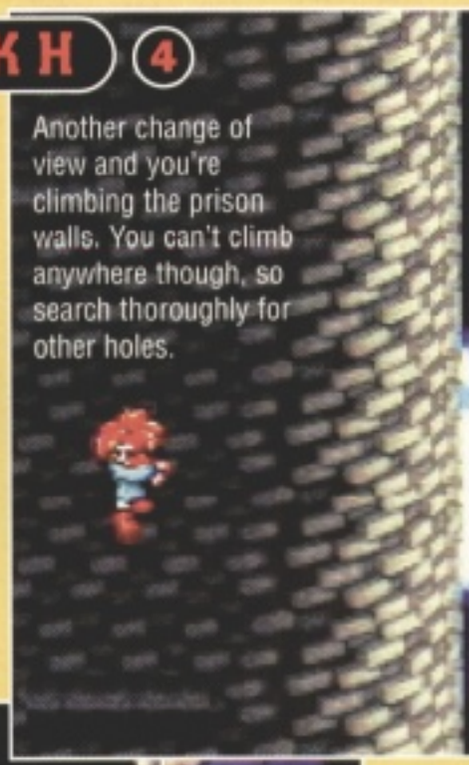
**No sooner have you completed the first part of your adventure (so lovingly laid bare for you in the instruction book) than you'll find yourself in the clink. A perfect opportunity then, to show just how *Chrono* differs from other RPGs.**




**1** After getting out of your cell there's the obligatory search of the dungeons in search of any goodies lying about.

**2** The view switches to side on while you cross the bridge to the other part of the prison. Don't forget to search everywhere.

**3** That hole in the wall isn't just for show you know.



Another change of view and you're climbing the prison walls. You can't climb anywhere though, so search thoroughly for other holes.

**5** Taking out any guards that are still roaming around shouldn't prove too much of a problem.

**6** Luckily Lucca appears to aid your escape. That scrap of paper might come in useful.

**7** If you read the note, the dragon shouldn't prove too much of a problem. Note that although the battles are turn-based they don't switch to another screen to take place.

This glowing pyramid should have you puzzled for a little while.

Right: Toriyama's *Dragon Ball* influence is apparent in top baddie Ozzie.

Left: The kingdom of Zeal shows the graphics to be definitely more *Mana* than *Final Fantasy*.

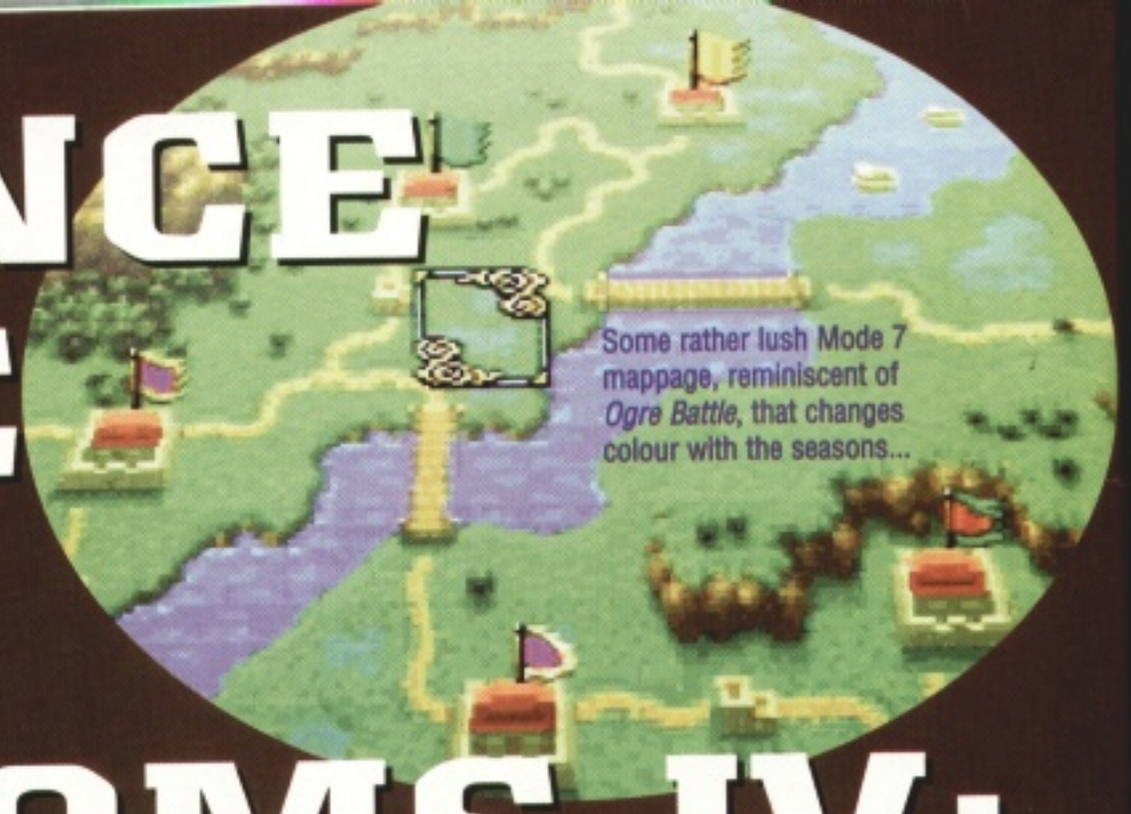
## CHRONO TRIGGER

**Squaresoft**

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 92% | 85% | 87% |
| GAMELIFE | OVERALL SCORE: | |
| 88% | | 90% |

**VERDICT: You can't have a go at *Chrono Trigger* for falling slightly short of *Final Fantasy*'s standards, this is still a top quality Square game. A paperback adventure to *FF*'s hardcover epic. Slightly more lightweight in nearly every department, it's still an essential purchase for RPG fans.**

# ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE



"With this tray of Ferrero Rocher, the Ambassador is really spoiling us." In a diplomatic masterstroke (& £5 down the newsagent) I secure an alliance.

**After a heavy day at the office, why not relax with a game that involves staff management and tight monthly budgeting?**

**US Release**

**Game:** Romancing of the Three Kingdoms IV: Wall of Fire
**Publisher:** Koei
**Developer:** In-house
**Price:** £59.99
**Release:** Out now
**Players:** 1
**Cart ROM:** 24 mbits
**Cart on loan from: New Generation Consoles 0113 2306007**

**Say the word 'Koei' in the *Super Play* offices and you can see the smiles weaken and fade on the faces of the assembled. Their fans may be numerous and they've cornered a niche market which will support them well into the next century: unfortunately, all of their games are a bit rubbish.**

There. I've finally said it.

That's not to say I don't play them for hours on end (I have to – no other reviewer will touch them, given the choice) and there's always an aspect of them that the fur-trimmed snorkel-jacket in me finds compulsive. Why, I'll even admit publicly that I discovered three different endings to *New Horizons*. But I leave every one of Koei's children with a weary frown, ultimately tiring of their annoying and repetitive demands.

Even the name tells you that *ROTKIV* is – sigh – little more than an upgrade of the previous games. It combines all the elements of Risk, Diplomacy and the FT Share Index, with only the finer details and the menu configuration to distinguish it from *ROTKIII*. Officers in your service

## ALFRED MARKS

A city state's domestic activity can be viewed quickly in this charming little info-

What's more, you can call on each officer to make a report or offer advice.

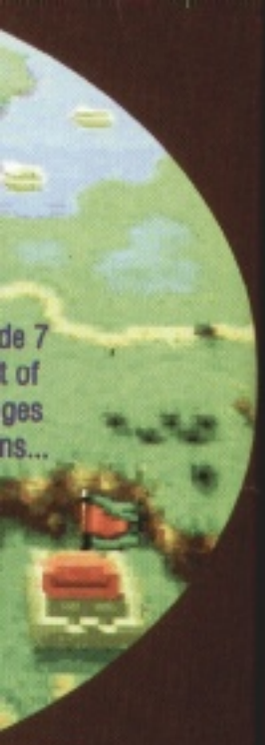
Recruitment is the first talent to look for in *ROTK*. You just can't get the staff nowadays, so every skilled officer to pass through town should be signed up immediately. Then you can set them to work improving the lot of the common people.

Our hard work pays off. Landlord, ryvitas for everyone.

## GO FOR THE BURN

Magic plays a much greater part in the latest *Romance* game. The introductory shows the key players of the Wei, Wu and Shu forces conjuring flames, drawing lightning bolts from the skies and (finally) having a no-blinks staring match.

Not a sign of Paul Daniels...



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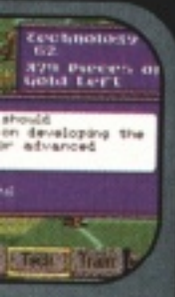

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# WAR CRIMES

The new battle options, though welcome, have a feeling of about-bloody-timeness to them.

The Group command now allows two units of 3000 men to simultaneously attack an enemy unit of 5000 men and thus stand a chance, instead of each one being destroyed in turn by the superior numbers of the foe. Fairly obvious, you might think, but apparently not – it's taken Koei's developers no less than FOUR GAMES to think of including this in their combat system. As a representation of an epic battle, it's still hopelessly inadequate.

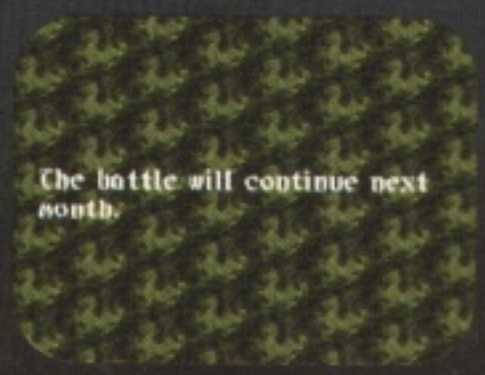
Isn't this odd? Here I am, a journalist / reviewer for a games magazine, and I'm spending my resting hours role-playing an accountant.

I wasn't joking. Whether it's 100,000 horsemen or a constipated militiaman limping off to the bushes, all units look like blobs.

The enemy has also concentrated on developing the technology for advanced weapons. In May 191 AD they surprise us with cruise missiles.

That blur, believe it or not, is a cavalry charge. You know, the graphical quality definitely slips after the intro sequence.

Aw, now it's bucketing down. Look, can't we finish this battle later? My tribal war banners are pure silk, they need drying and pressing...




Thank the gods, an interlude. Oi, Zhuge Liang, nip out and get14,000 strawberry mivvies for the cavalry, would you?

# ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 79% | 70% | 68% |
| GAMELIFE | OVERALL SCORE: | |
| 59% | | 68% |

**VERDICT: For months to come, armchair strategists across the world will be united in a state of anorak nirvana by *ROTKIV*'s politics and intrigue. But be honest, it's still nowhere near as good as it ought to be.**

This gives me a chance for some subterfuge and conspiracy. My spy succeeds in setting fire to the enemy's supplies and weapons.

Typical, they've gone indoors and the weather's just picked up. But our plot has left them without food.

Victory – my empire spreads across the map. With another ten hours of playing I might actually take another city.

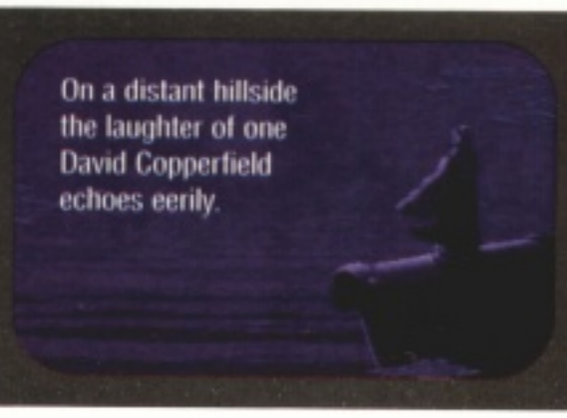
can now carry out a task and an assignment every month, so that the Civic Officer in charge of agriculture can act as an emissary or spy without neglecting his duties down on the farm. Plotting has shifted to the forefront of the game, and your ability to weaken an enemy ruler before facing him in battle depends on the skills and talents of your staff.

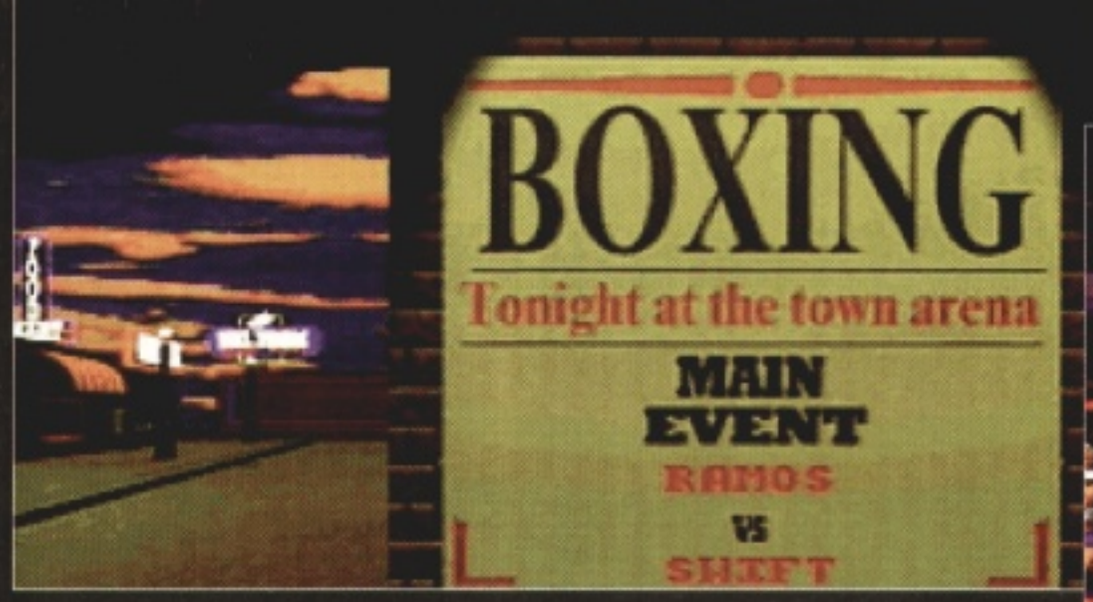
A better game than its predecessors, then? Well, not much. All you're doing is playing Sim Personnel Management, headhunting the best officers in China and placing them in the vassal city where their talents are needed, asking their advice and rewarding them when their loyalty slips.

And where *ROTKIII* really needed some work, nothing has changed. The vitally important battle sections, where the future of your clan is truly decided, are still incomprehensibly primitive. I'm not asking for a full historical version of *Front Mission* as a sub-game: all I want is a little more than two differently-coloured blobs chasing each other around a hex grid. Sitting there on a Sunday afternoon watching two sets of numbers gradually decrease at different rates and trying to predict which one will hit zero first is not a recognised avenue of pleasure in many people's eyes.

Scoring these games is always misleading because only a certain type of player will look twice at them, hence my cautious marking. It's the best Koei game I've played, but I wouldn't recommend it wholeheartedly to all-comers. Despite their efforts they always seem to fall short in their achievements.

● **Zy Nicholson**






A rendered sign on a street corner announces the sport of gentlemen...

... but not everyone involved plays Marquis of Queensbury rules, it must be said.



# FOREMAN FOR REAL

## After a comeback like this, surely Christmas panto is the next advisable step?

They've surely trimmed his 'mature' figure electronically?

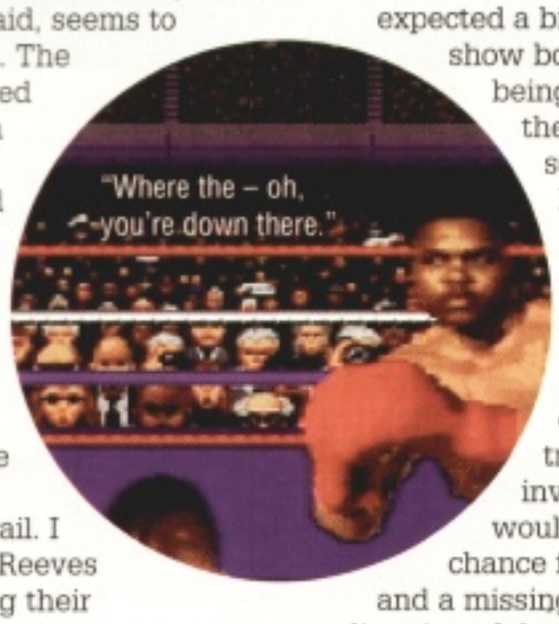
**UK Release**
**Game:** Foreman for Real
**Publisher:** Acclaim
**Developer:** Software Creations
**Price:** £39.99
**Release:** Out now
**Players:** 1-2 (simultaneous)
1 to 8 (tournament)
**Cart ROM:** 24 meg

The game does have a surreptitious message: people fight for the cash. Lose five matches in a row and you'll still notch up a quarter million dollars. Below: doof!

**I'm not here to judge boxing. I don't talk about war in strategy carts, or pollution in driving games, nor will I question the value of Acclaim's licence in the wake of recent media scandals. This is just a game, a computer-generated fantasy, and I'm here to judge its playability.**

But, oh dear.

As we reported in *SP34*, *Foreman For Real* makes extensive use of Acclaim's new motion capture studio to create realistic sprites through a frame-by-frame digitisation process. Whilst I embrace the implementation of new technology, I've always had doubts about the validity of creating a game to fit the desired graphics. And *Foreman*, I'm afraid, seems to bear out those doubts. The boxer's motion-captured fizzogs look as though they're pasted onto identikit musclebound physiques, most notably in the case of Sammy 'dual skin tone' Swift, and with a step back from the TV you can see their faces sliding alongside the body as if on a separate but parallel rail. I can't help thinking of Reeves & Mortimer performing their Action/Image Exchange.




When *Boxing Legends Of The Ring* turned up in 1994 we actually had a little tournament down in Gamesmaster's office. It wasn't a brilliant game, in my opinion, but the sight of your opponent becoming bloodied and blistered as the bout progressed really added to the competitiveness of the one-on-one mode. The violence remained firmly on screen, although my sensitive psyche was quite distraught by the thought of hot salty sweat dripping down into the bruised eyes of my sorry opponent as I pummelled, and pummelled, and –

Ahem. Yes, it had a certain charm, and I expected more of the same from *Foreman*. That's not to say I wanted Acclaim's cameramen to take a baseball bat to their squad of beefy amateur thespian boxers between takes, but I expected a bit of computer trickery to show both you and your opponent being worn down physically by the punishment. As you can see from the screenshots, however, there's none of it. The fighters in *Foreman* always look as healthy as when they stepped into the ring, so it's a complete surprise when they crumple to the canvas. Had traditional animators been involved, you can bet they wouldn't have passed up the chance for a few beads of sweat and a missing tooth to emphasise the direction of the fight.

The game itself is marred by a woefully primitive control system. There's no perceptible buffering of the moves, so that if you're a nanosecond too fast in pressing a jab after an uppercut, the game

d plays Marquis of
be said.

They've surely trimmed his 'mature' figure electronically?

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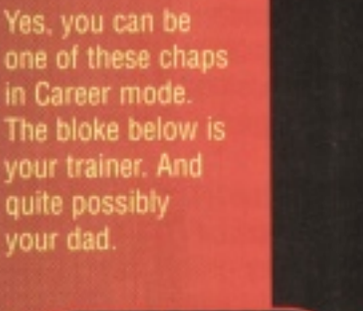
# WALKING HEADS

It should be pointed out that only Foreman himself is a big name boxer – these other chaps are amateurs in the field who agreed to pose for Acclaim's motion capture and thus appear in the game under silly names. Given Acclaim's penchant for sprite overlays, shouldn't we start looking for cheats that allow you to fight nude beside a fire as Ollie Reed and Alan Bates?



Yes, you can be one of these chaps in Career mode. The bloke below is your trainer. And quite possibly your dad.

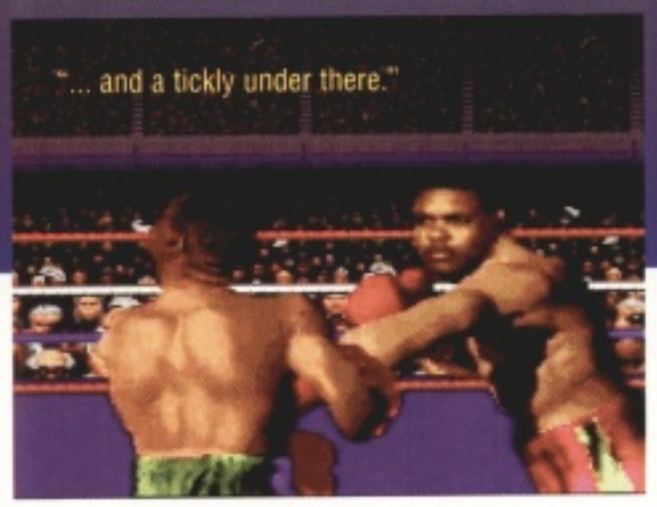


# FOREMAN FOR REAL

## Acclaim

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 76% | 70% | 40% |
| **GAMELIFE** | **OVERALL SCORE:** | **40%** |
| 30% | | |

**VERDICT: A licence. A flash graphics routine. A poor interface. *For Real* manages to miss the spot in every respect, turning in as bad a performance as the first *Foreman* game.**




simply ignores you. You can't hold down a block, either – you have to constantly re-assert it by taking your finger on and off the D-pad. We're not sure if it's bugged, or just badly written, but by hammering the jab button I sometimes caused a CPU opponent to freeze on the spot, taking a string of hits without taking damage.

Finally, there's no visible pattern to your opponent's moves. They each have a style of fighting, sure, but what they actually choose to do is decided by a mechanism so complex as to appear almost random. Even with repeated playing against one opponent, the tricks we learnt couldn't guarantee success.

No, I haven't got a good word to say about this. It's just dull.

● **Zy Nicholson**

## BY GEORGE!

The culmination of your character's boxing career is to tackle Big George himself. I fought my way through to the Lardster to become heavy-weight champion, and this is my story.

Passwords are entered in Martian.

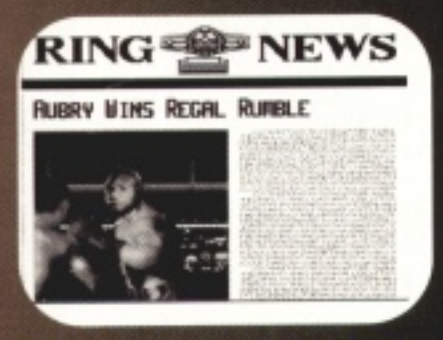
Hours later, I make the grade.

Switching view, I can see myself.

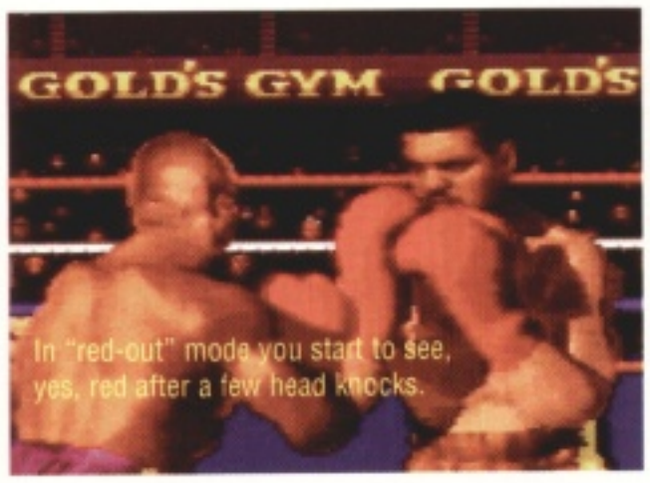
And technically, I'm the leader.

Urnk. Right on by dose.

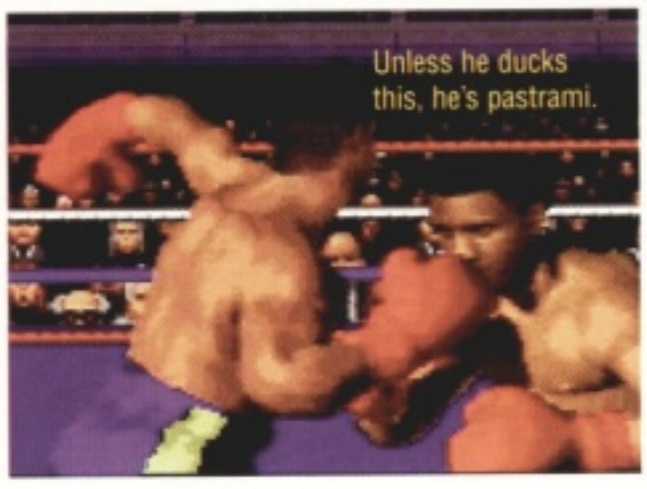
I'm hurt, but with one last jab...



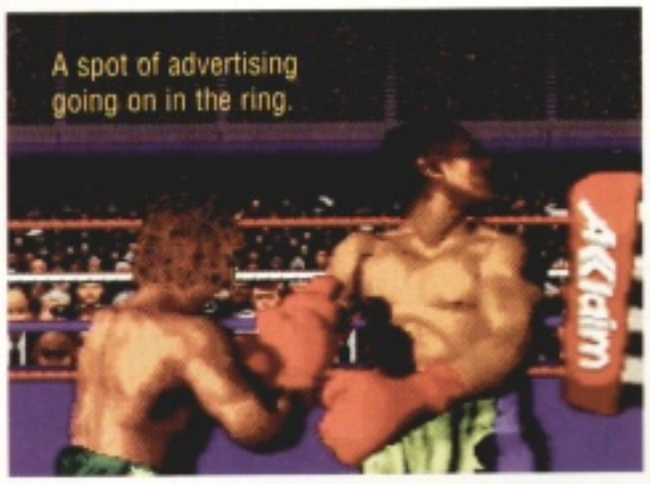

Great name, quality newspaper.




In "red-out" mode you start to see, yes, red after a few head knocks.



Unless he ducks this, he's pastrami.




A spot of advertising going on in the ring.

# NBA LIVE '96

**Balls! Baskets! Vests! Tall people! Put them together and what do you get? Basketball!**

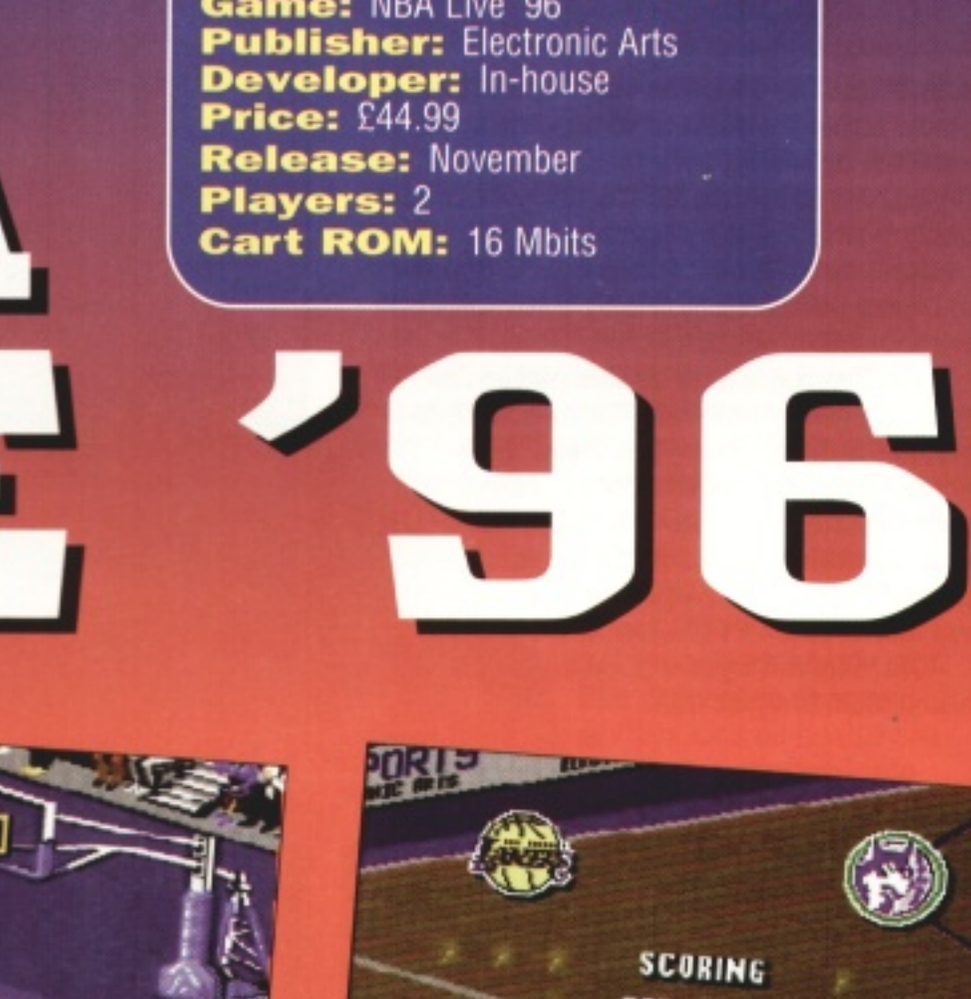
**As you may have noticed after a perusal of this month's *Super Play*, now is the time for Electronic Arts to release all the '96 updates for its range of sports games. Last year saw the occurrence of *NBA Live '95*, a basketball game, well, guess what? Here's *NBA Live '96* – what a shocker!**

Unfortunately as far as I and a great many others were concerned, *Live '95* was pipped to the post by a non-EA sports game (yes, there is such a thing). That game was *NBA Jam* and, in terms of sheer fun and excitement, it left *Live* standing.

A year has passed and EA have spent it feverishly twiddling *NBA Live '95* in an attempt to reclaim the 'Best basketball game on the SNES' trophy from the big J, once they'd finished crying into their huge pile of loot.

Well, sorry EA, but it hasn't worked. Which puts me into a rather bizarre position. You see *Live* is a very good game. Everything moves very fluidly, the games are fast moving end to end stuff, and it's satisfying to play. But... all the while I kept thinking, "I still prefer *NBA Jam*". It's very sad, but

Hold the 'A' button and take to the air. Slam it!




An ambitious shot at goal in the final seconds. Always a bit of a nail biter.

## MORE POWER EGOR!

Build the perfect basketballing monster by choosing the edit players option. You even get to select his skin-tone and 'head style'. Now that's comprehensive.

I've got his head just right. Don't you think?

**UK Release**

**Game:** NBA Live '96
**Publisher:** Electronic Arts
**Developer:** In-house
**Price:** £44.99
**Release:** November
**Players:** 2
**Cart ROM:** 16 Mbits

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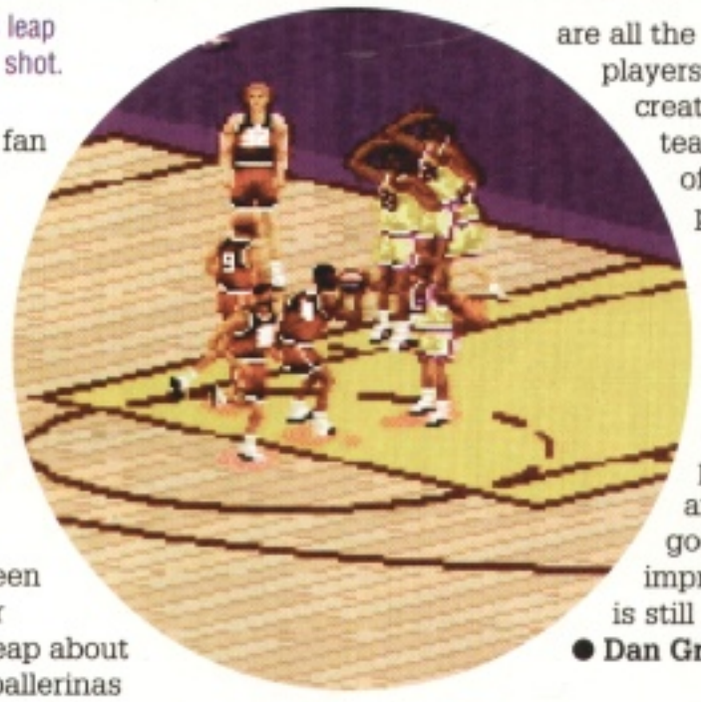
That gigantic bald bloke on the left looks a bit tasty. I'd chuck it to him if I were you.

Two Lakers defenders leap skywards and block a shot.



if you're a big *Jam* fan (as I was back at school, I had a fish-tail parka with a target on and everything...), then *Live* will offer nothing to convert you.

So what has it got? Well, the player and crowd animations have been improved, and your players glide and leap about like they're prima ballerinas rather than eight foot Americans. It also (still) features that isometric view of the court which may be to your tastes, but certainly not to mine. The players have special moves too, and 'signature blocks', but these seem rather less than 'special' when you compare them with *Jam*'s bonkers power-up system.

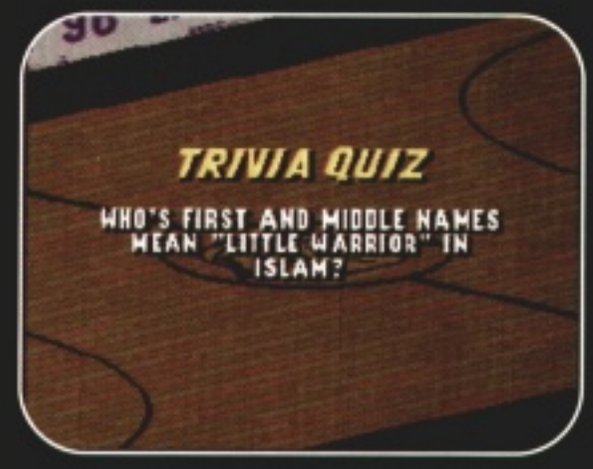
Of course there are all the latest teams and players to have a jiggle with, creating your own super teams or even creating 24 of your own custom players, such as a basketball mad Frankenstein or something.

But, ultimately, it's how the game performs that makes punters part with cash and, despite being a good game, and an improved game, *NBA Jam* is still better. What a shame.

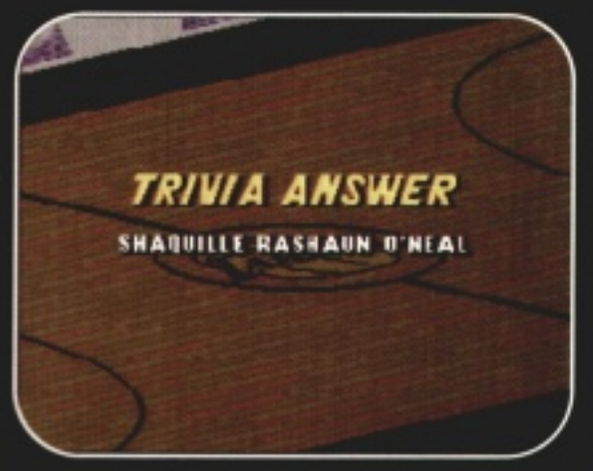
● **Dan Griffiths**

## OOH, IT'S ON THE TIP OF MY TONGUE

Every now and again a frightfully entertaining trivia question pops up. A bit like at either end of the ads in *The Chart Show*.




Hmm, give us a clue, eh? eh? Err... 'little warrior', eh? It's... oh no, he's dead...er...




I knew it! My old mate Shaq! Ahh. What? Yes, I did! Who are you calling a liar?

Normally the preserve of the outlandishly tall your *NBA Live '96* allows even the weeniest of short people to play too. Thanks EA, you're pals.

The graphics are good and so is the sound. All the trainers go 'squeak squeak' and everything!

## NBA LIVE '96
**Electronic Arts**

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 68% | 80% | 85% |
| GAMELIFE | OVERALL SCORE: | |
| 79% | | 78% |

**VERDICT: It's not a bad basketball game, it's just that it's not the best basketball game. You may think I'm wrong, or a liar perhaps, but to me *NBA Jam* is king.**

ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

# TOTAL!

## YOSHI'S ISLAND

FULL 4-PAGE REVIEW

INTERNATIONAL SUPERSTAR SOCCER DELUXE

FIFA '96

DOOM SURVIVAL SPECIAL

ON SALE TUE 10 OCT

SUPER BOMBERMAN 2

MARIO'S PICROSS TIPS!

THE MASK REVIEWED

# BLASTS FROM THE PAST

**_Space Invaders_, _Pac-Man_ and _Mr. Do_: they're all old and they're all on the SNES. Why? Tony Mott investgates...**

**The Japanese have a notorious affection for it; embittered videogame 'experts', their minds addled by one game too many of *Defender*, have wet dreams over it; we do it; heck, everyone, though perhaps sometimes unconsciously, likes a bit of a dabble every now and then. It's retro gaming, the trend covered comprehensively among these pages in recent months, with the SNES taking the lead and companies such as Taito, with their conversion of 1978's monster, *Space Invaders*, setting the agenda.**

Yep, retro gaming is everywhere, with even that most outwardly mainstream of videogame giants, Nintendo, unveiling the thrust of their next wave of Game Boy titles to be games which would focus upon themes that were last popular at around about the same time as colourful beat combo, Sigue Sigue Sputnik (though the games – the likes of *Galaxians* and *Centipede* – were to enjoy a greater longevity, it must be said).

Even in skimming through the arse end of the latest edition of the UK version of self-styled infomaniacs bible, *Wired*, the other day, I happened across a piece concerning the Game Boy version of *Space Invaders* which made enthusiastic noises about its unique SNES-specific mode when played through a Super Game Boy. (Sure, *Super Play* covered this development some eight months ago, but if it's in *Wired* it's proof positive that old games are back – not because *Wired* says so, but because the magazine reflects mainstream trends, regardless of how it sells itself.)

## OLD GAMES HERE

During the past 12 months or so, any game publisher with a back catalogue of any history to plunder has done so with aplomb. Activision, for example, having identified that an untapped market had been quietly but steadily growing – that of the serious PC user whose teen years were spent in arcades or at home hunched over an Atari VCS – hurriedly slapped together a Windows-compatible package of ten of their own original VCS titles with which to attack these deep-of-pocket twentysomethings. After an extensive advertising campaign, however, the expected big sales were not forthcoming, proving, perhaps, that these games were better left as happy – if slightly skewed – memories rather than being wheeled out some 15 years after they were originally designed. (It's certainly worth bearing in mind at this point that most VCS carts were written within the constraints of two – yes, a whole two – megabits of ROM.)

**"Any game publisher with a back catalogue of any history to plunder has done so with aplomb."**

Always one for videogame-related caperings of any description, I fell foul of nostalgia trippiness myself. It was about three or four years ago when, fuelled by the popular "graphics aren't important – it's all in the gameplay" dictum that was fashionable at the time, I came to realise just how untrue the claim is. I knew that my original VCS – the first model; the one with the fake wood veneer effect, no less – was lying in a state of kaputt-ness in the attic, and I endeavoured to get hold of a 'new' model so that I might relive those afternoons of closed curtains and games at £30 a shot. (Christ, the cost of carts is said to be criminal nowadays – this was 15 bloody years ago.)

Atari had years since finished production of the machine but it deterred me not a jot, and, after much scanning of the more unsavoury sections of many gaming mags, I found a mail order company offering an Atari 2600 with *Centipede* for £20. Credit card details were promptly phoned through, and after a few days I had a spanking new machine, complete with two

## STEP BACK IN TIME

**So, what's available? Most retro games are on the Super NES, but there are also a few notables appearing on other formats and we'll have a quick shufty at those, too.**

**Both ratings are out of 5, with Nostalgia reflecting the faithfulness each game has to its origins, and Bring Backability just how welcome it is to see them dragged out, dusted off and dumped in to our laps.**

### Super Dropzone

Archer Maclean assisted UK development team Eurocom to put together this, the sequel to *Dropzone*, a slick *Defender* 'homage' which appeared on the Commodore 64 and Atari 800 back in the early Eighties. Bosses were brought in to alleviate the naturally repetitive nature of the action, and, ironically enough, its all-new super-colourful graphics actually made it less playable than the original. Doh.

Nostalgia: 2
Bring Backability: 4

Picking out those shots from the backdrop is no fun.

### Cosmo Gang

Namco spin-off publishing label Namcot brought this *Galaga*-inspired shoot-'em-up to the Super Famicom back in 1991. It's more retro-inspired, rather than being a true take on an existing theme, and though hailed for its playability, it was nevertheless disappointing because it was so easy.

Nostalgia: 3
Bring Backability: 3

### Space Invaders

Originally released as a two-megabit SFC cart in Japan only, Nintendo licensed the game for the UK market and produced a two-in-one Game Boy and SNES cart which replicated the original almost to a tee. Ten minutes with this is enough to make even the hardest of hardcore nostalgia freaks struggle to stave off disillusionment.

Nostalgia: 5
Bring Backability: 1

The most accurate coin-op conversion ever: fact.

### Pac Man 2

Reviewed only a few issues back, Namco's unusual point-and-click

classically stiff Atari joysticks, on my doorstep. Out came my cartridge collection, comprising some 28 vintage games including the likes of *Defender*, *Space Invaders* and *Pac Man*. And back went my cartridge collection roughly an hour later. I'd blasted through a few waves on *Phoenix*, rembering that, for some reason never explained, you were endowed with a rapid fire capability during the second wave. I'd hammered out a few levels of *Vanguard*, making sure to do the old Pause The First Note Of The Invulnerabilty Jingle trick (which always amused us at the time for some reason, but now appeared a pointless folly). Hey, *Asteroids* stayed in the slot for at least ten minutes as I tinkered with its 60-odd game variations.

The experience wasn't what I was expecting. When you think about old games, you tend not to think much about their finer points; the overbearing factor is how much you enjoyed them. The first time around perhaps I forgave the VCS version of *Donkey Kong* for having only two of the coin-op's four levels, and that its Mario sprite bore as much resemblance to Mario as I do to Tom Cruise. Now, it just plain hacked me off.

## LET US CHEER

If there's one hearty hurrah to be hollered forth in support of retro gaming, it's to be offered after considering the words of this Bally Midway programmer, talking about one of their most popular coin-ops:

"*Revolution X* is one of the longest arcade games there is in terms of gameplay. From start to finish it takes an age to get through it. The programmers feel it's more like a movie. You pay extra to see the new stuff. You could, in theory, buy your way through it, whereas with something like *Mortal Kombat* you have to fight your way through."

Huh? Huuuh? Isn't the whole clucking point of playing a game to use the skills you've gained in order to better the thing? And what's this "more like a movie" rot? When I go to see a movie, I don't expect an usherette to come along half way through it and ask me for some more cash so that I might see it to the end. I'd squeeze my Kia-ora orange in her face and leave.

It's all down to the continue option, which opened up a whole new opportunity to game designers whose prime motivator was coin-slot activity. Coin-op manufacturers would argue, of course, that it clearly allows those of a slightly dextrally challenged nature to progress and see parts of games that would otherwise elude them. And, while it's true that certain coin-ops which adopted the feature were actually quite finishable with only one credit (the supreme shoot-'em-up *R-Type* being a fine example), it's the exception rather than the rule. What is now being said is that you cannot finish this game or that game without handing over more than the 30p (or whatever) that's being clearly requested on the cabinet. Along with themed 3D blasters like *Revolution X*, scrolling beat-'em-ups are probably the most blatant offenders, and it's the conversion of these into home formats that strikes me as being so utterly pointless. How many people can honestly claim to have never continued their way through to the end of a SNES game? Very few, I'll wager.

**"Asteroids stayed in the slot for at least ten minutes as I tinkered with its 60-odd game variations."**

Another gem from that Bally Midway programmer: "*Revolution X* went down a storm on release in the States. Unlike most coin-ops of its age it's still making a lot of money even now."

Oh, what a revelation. Doesn't it strike you that it earned so much cash from simply *asking* for so much cash? Don't hang such a claim on the back of it having top gameplay, please, Mr. Programmer.

## BARGAIN GAMING

With old games it was simply a case of you playing for the amount of time you were good. One afternoon sticks in my mind, when, at the local caff where we urchins spent way too many coffee-sodden afternoons, I took a shine to Konami's *Juno First*, a shoot-'em-up, if you've never seen it, which sort of scrolls vertically both ways and is just terrific. My 10p was worth five hours of play on that blighter – I was

## THE RETRO FANS' FORUM

**If you're serious about retro gaming – and it's a pursuit that's growing in popularity – you should endeavour to get hold of Digital Press, a US fanzine produced by long-time game enthusiast Joe Santulli.**

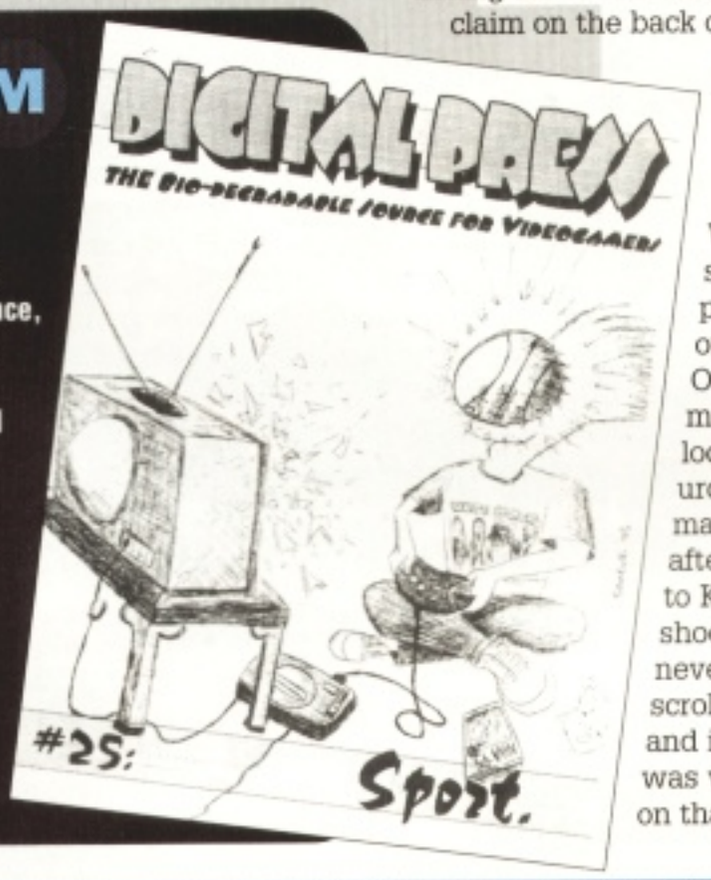
*Digital Press* showcases a diverse range of topics with a leaning towards vintage games, and its features range from game genre examinations to looking at violence and other questionable content from videogames throughout their history. A teary-eyed Zy even gave it a favourable mention in Fanhunter in issue 15, saying "the presentation is lush," and that some of its articles "would prompt the most lethargic gamefan to write a letter of comment.

The fanzine costs $1.50 per issue ($11 subcription outside of the US) and is available from the following address:

**Joe Santulli, Digital Press, 44 Hunter Place, Pompton Lakes, NJ 07442-2037, USA.**

Use international money orders as payment.

Okay, so the cover illos are hardly the stuff of *Super Play*.






adventure-type thing features full versions of both *Pac-Man* and *Ms. Pac-Man*. Asked recently what his favourite game was apart from his own creations, Shigeru Miyamoto elected *Pac-Man*. It is, after all, one of the most popular videogames in history. Interestingly, it created a game style that was, apart from direct copies on home computers, rarely ripped off. *Space Invaders*, by contrast, paved the way for scores of games that stole its basic premise.

Wakka wakka wakka – there can be only one *Ms. Pac-Man*.

Nostalgia: 5 Bring Backability: 2

### Mr. Do

Though *Mr. Do's Castle* and *Mr. Do's Wild Ride* appeared in the coin-op series, only the original game, *Mr. Do*, appears in this SNES version. A cross between *Pac-Man* and *Dig Dug*, it's a simplistic affair and exactly the sort of game to make Amiga games magazines go crazy when they manage to acquire a PD version for their cover disks. Make of that what you will.

Never in the history of gaming have apples proved so valuable.

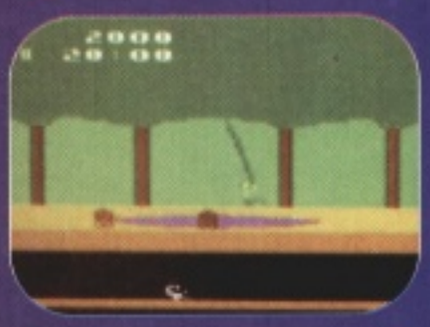
Nostalgia: 5 Bring Backability: 3

### Nichibutstu Arcade Classics

This little nugget features three games, only one of which truly living up to the 'Classic' status alluded to in the title. *Moon Cresta*, along with *Phoenix* and *Galaxians*, is a shooter that should never be forgotten, but the other two on here, *Frisky Tom* and *Crazy Climber*, to those who have yet to discover them is best left that way.

Nostalgia: 5 Bring Backability: 3

### Pitfall: The Mayan Adventure



Ah, the days of ropes as stiff and solid as wooden poles...

Though the main game is a very '90s platformer, with swish animation and by-the-numbers gameplay, there's a bonus level in the form of the complete original *Pitfall* game (written by David Crane, incidentally, who went on to set up Absolute Entertainment and write *Amazing Tennis*). The memorable end

## SOME OLD GAME FACTS

- Russ Abbott recorded a single which included the line: 'short, fat, green thing just like a Space Invader.' And, yes, of course it was pump.
- Many years before their CD-i player was even a glint in a technician's eye, Philips launched their Videopac G7000 console in the UK as a direct competitor to Atari's VCS.
- The first commercial coin-op was Atari's *Pong*. A strict videogaming tradition was set when it was rapidly and mercilessly ripped off across the globe.
- Though 10p quickly became standard, some early coin-ops asked only 5p per credit.
- The most powerful of all early consoles was the Colecovision. Licensing *Donkey Kong* to the system assisted Nintendo in funding and setting up their America arm.
- There's an Indian takeaway in Bath that still has the tabletop version of *Galaxians*, albeit one with a very unreliable coin slot.

*(Cue for my "That's enough..." I believe – Ed)*

ejected at closing time with remaining lives aplenty on more than one occasion.

Two things spring to mind when recalling those days. The first is in realising that had I not whistled away so many hours playing videogames I could, by now, be following a well-paid career at the MOD, or something. And secondly, how were game designers ever willing to let anyone get so much for so little?

Even more recent games such as *Street Fighter II*, which offers more, to coin a rather unfortunate phrase so beloved of Americans, 'bang for the buck' than most coin-ops, has a finite maximum playing time: you beat M. Bison, the game is over, you put in some more cash to go round again.

There will never again be a time when the company whose coin-op you're playing doesn't know exactly how much you're getting for your rotund shiny ones, and I suppose we should be grateful that the retro mania has ensured that we're getting another chance to play games which (at least appear to) treat you fairly. So most of them are pump. So what.

## FUTURE RETRO

The trend of revisiting the past shows no sign of letting up. Bolstered by the reception afforded to the snatches of *Galaxians* and *Galaga* which appeared during the loading sequences of *Ridge Racer* and *Tekken* respectively, Namco have decided to go the whole hog and release a disc packed with straight conversions of their old coin-op hits. New generation machines running games such as *Pac-Man*?

Whatever next, you might think. It won't happen on the Ultra 64. Will it? Well, Nintendo's new machine is something of an unknown quantity in delivering 2D graphics (although, ahem, the same is true of all its capabilities at the moment), so perhaps it won't even be up to running such two-dimensional wonders. But you can be sure that if it is seen to be do-able, it will be done.

Ultimately, retro gaming is, unlike any other type of game, something that cannot conceivably go on forever. There are, after all, only so many confirmed classics that can be deemed worthy of excavation. Don't get me wrong, there are legions of classic games out there, and, whenever I get the opportunity, I play my own old favourites. But I play my newer favourites much more often. And anyone who doesn't is either blind, stupid or, more probably, currently making quite a decent living out of being an authority on video games.

## SUPER PLAY'S TOP FIVE OLD CONSOLES

**1 Atari VCS –** *The* old school console of choice, with the widest range of software available in its day. Amazingly, true enthusiasts are now programming for the machine as a hobby.

**2 Colecovision –** The first home system to offer a 'real' steering wheel for (then) top driving game, *Turbo*. And who can forget the amazing graphics in *Smurf*? Wowzer.

**3 Intellivision –** If you ever wondered where joypads came from, look no further – Mattel's machine pioneered the control concept, albeit with a slightly flimsy disc system.

**4 Vectrex –** The first and only home system to offer true vector graphics. Its games were supplied with coloured plastic overlays for its black-and-white screen.

**5 Radofin –** We can't remember the actual name of the console (Radofin were the manufacturers), but it had loads of great ripped-off games.

Check out the Vectrex joypad's four buttons. Lawks.

sequence of the main game sees Pitfall Harry Jr. rescuing his father, who appears as a huge, blocky, VCS-style sprite. Perhaps the game's creators were a little too obsessed with old games on this one...
Nostalgia: 4 Bring Backability: 3

### Virtual Space Invaders

Taito have just announced this, a Veebee conversion of That Game. Its 3D-ness is achieved by each horizontal line of invaders being place on its own depth plane; otherwise the graphics are unchanged from the original. We can't wait. Er, sort of.
Nostalgia: 4 Bring Backability: 1

## OTHER FORMATS

### 2600 Action Pack (PC)

Activision released this ten-game pack earlier this year, featuring such 'classics' such as *Kaboom!*, *River Raid* and *Pitfall*. John Van Ryzin's *H.E.R.O.* made it on here, but Activision missed some of their old gems. Where's *Pressure Cooker*? Or *Keystone Capers*? Tut tut.
Nostalgia: 5 Bring Backability: 2

### Museum Piece Volume 1 (PlayStation)

Featuring such delights as *Galaga*, *Pole Position* and *Pac Man*, with further instalments likely to contain the likes of *Dig Dug*, this series will earn Namco a pretty penny Not a gourad-shaded polygon in sight.
Nostalgia: 5 Bring Backability: 4

*New Rally-X*: now on Sony's baby.

### Tempest 2000 (Jaguar)

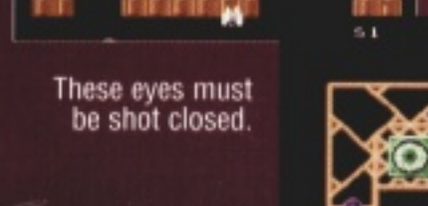
Jeff Minter's seminal *Jaguar* title caused a storm of excitement when it appeared shortly after the 64-bit machine's launch. It lacked the 360° control knob of the original arcade cabinet and subsequently a certain amount of the true *Tempest* experience. Lots of videogames journos liked its pretty colours and, if you will, 'rave'-style soundtrack, but it remains one of the most overrated retro games around.
Nostalgia: 3 Bring Backability: 5

This is what's produced after listening to too much Pink Floyd.

# CARAVAN SHOOTING COLLECTION

**Hauling out one old game just isn't enough for some. Hudson have the cheek to give us three.**

## STAR SOLDIER (1986)



**Japanese Release**

**Game:** Caravan Shooting Collection
**Publisher:** Hudson Soft
**Developer:** In-house
**Price:** Check with importer
**Release:** Out now
**Players:** 1
**Cart ROM:** 4 Mbit

**Travel back in time to a period of dodgy leather moccasins, cans of Top Deck lager and lime, and bunking off school to pop down to the local caff for a puff on one of your mate's Benny Hedgehogs and a go on Galaga...**

Having gained the license from Tecmo to reproduce some of their games, Hudson Soft have produced what is essentially an NES emulator for your SNES. Three titles are present: *Star Force* from 1985, *Star Soldier* from 1986 and *Hector '87* from, yes, 1987, the idea being, presumably, that you're getting a year-by-year catalogue of the progression of the shoot-'em-up as seen through the eyes of one group of designers. Sort of like those Classic Hip Hop Mastercuts albums, I guess, which promise to chronicle the movement's development, but always fall short of the mark and waste a lot of vinyl on artists whose work was best forgotten.

And in truth, none of the games featured here have reputations to rank alongside *Xevious*, which is probably the most widely and fondly remembered of all vertically scrolling shooters.

Let's look at them in chronological order, shall we? Yes.

The game that kicks off the package, *Star Force*, can take credit for being the first to make use of bas-relief graphics. The style, which gave a solid(ish) appearance to its backdrops by using simplistic light and shadow effects, was copied time and again, perhaps most famously by Andrew Braybrook's super-slick C64 game, *Uridium*. *Star Force* is straightforward stuff indeed, chucking attack wave after attack wave at you while offering ground targets for the blasting and power-ups for the taking. Being the eldest of the bunch it's also the weakest, but I can't remember the coin-op having graphics *this* bad. Maybe that's exactly the sort of thing I was hammering on about a few pages previous. Whatever.

*Star Soldier*'s USP (that's unique selling point, acronym fans) is that it allows you to fly both over and under its scenery. You have no control over this, though – the game decides which bits are an important part of the evolution of shoot-'em-ups, and their graphics and gameplay are well within the capabilities of the Game Boy which ensured fine conversions.

Nostalgia: 3
Bring Backability: 3

Yes, the coin-op *Millepede* used a trackball controller too.

### Defender 2000 (Jaguar)

This, too, is likely to kick up more than its fair share of interest when it appears. The work-in-progress version I played was pretty rough, with Atari ST-style souped-up graphics, but with the gameplay seemingly in place. Minter's gone mad with colour cycling and plasma effects in this update, but that's to be expected from a man most famous for combining his herbalistic tendencies with games programming.

Nostalgia: 4 Bring Backability: 4

### Missile Command 2000 (Jaguar)

The first game to use Atari's VR headset, no less, this is a 3D version of one of the first coin-ops to offer a trackball control system. Word on the streets suggests it's a rather effective experience but, again, without a like control device available for the Jag, it's bound to lose something in the translation.

Nostalgia: 2 Bring Backability: 4

### Dactyl Joust (Jaguar)

An old favourite of ours at *Super Play* is Joust. Unfortunately, Atari have gone for the 'hey, let's make it 3D' approach rather than concentrating on transferring the original's core asset, its gameplay. Early screenshots have looked messy, and we're not optimistic.

Polygons replace the sprites of the original. Pretty yukky.

Nostalgia: 2
Bring Backability: 5

### Centipede/Millipede (Game Boy)

The coin-op originals of these were frantic affairs, with you blasting your worm-like assailants into smaller pieces. Not true classics, perhaps, but they're nevertheless

### Defender/Joust (Game Boy)

There can be few who've not seen Williams' *Defender*, arguably the first game to – wait for it – scroll horizontally in both directions. Developed by Eugene Jarvis, who more recently turned his hand to producing *Cruis'n USA*, it remains one of the most relentless and playable shoot-'em-ups of all

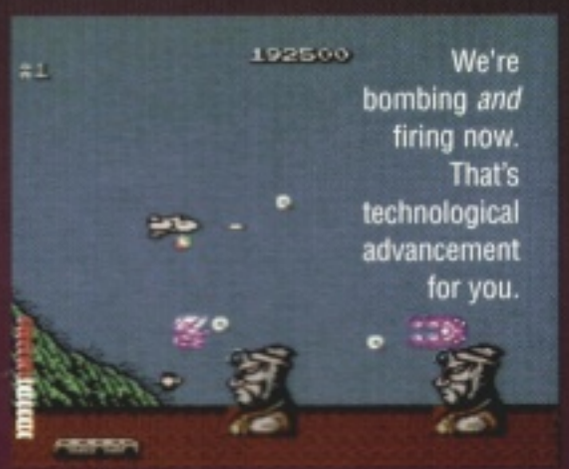
**…h for three.**

He'll kick me when he reads this, but Wil had real trouble beating the first boss. What a drongo.

Ever wondered why alien installations are so dull? Me too.

## HECTOR '87 (1987)

It must take a lot of skill to make the SNES look so much like an NES.



We're bombing *and* firing now. That's technological advancement for you.

## STAR FORCE (1985)

Other (better) games like these you might want to try to include…

… Toho's *Space Megaforce* a.k.a *Super Aleste*, and SCI's *SWIV*.

Oh, and don't miss Konami's *Pop n' Twinbee*. They're all better.

Win our cart by

fly over-able and which under-able – and you often find yourself underneath sections that you'd rather be flying over, because when your ship is obscured from view its weapons are nullified. Featuring meatier bosses – if indeed the term applies: these would fit more comfortably under the 'shop steward' category – than *Star Force* and some truly spendid little power ups, this isn't a bad blaster.

Finally, *Hector '87* holds a special place in my heart for being quite similar to a game I did the graphics for on the Speccy (and no, I'm going to tell you what it was, it was an embarrassing affair). It markedly differs from the other games in the pack by offering both fire and bomb weapons *and* alternate levels which adopt a horizontally scrolling, *Gradius*-type slant. It's certainly the most durable of the collection, and demonstrates many features which were later expanded upon and done properly by the likes of Konami. Oh, and it's also the most arm-ache inducing – with two independent fire buttons and no rapid-fire option it's a case of tap, tap, tap, [rest], tap, tap, tap, [rest], tap, tap…

As an import purchase, *Caravan Shooting Collection* should only be considered by the same types who vehemently sought out the Japanese version of *Space Invaders* when it became available. The game's release in Japan highlights the difference between the UK and Japanese SNES markets probably better than any other title: we picked up our copy for around ¥2,980 (approximately £20) – and gamers in Japan have therefore been able to buy it on a whim. A release of its nature over here is, of course, unthinkable.

Suffice it to say, there are as many headaches to be gleaned from Caravan as there are nostalgia-driven grins and chuckles. In many respects it typifies what was both good and bad in shoot-'em-ups that came out of the surfeit of Japanese code shops from the early to mid '80s; when everyone scuffled for a slice of the pie that the likes of Konami always seemed to have first pickings at.

And what we should be begging for now are compilations of old games from the market leaders, not those of the traditionally also-rans. How about Nemesis, Salamander and Vulcan Venture on one cart? Now there's a thought.

## CARAVAN SHOOTING COLLECTION

**Hudson Soft**

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 42% | 38% | 59% |
| GAMELIFE | OVERALL SCORE: | 52% |
| 60% | | |

**VERDICT: Though eminently lovable in it own special way, *Caravan Shooting Collection* is a rather pointless waste of a great idea. There are other shoot-'em-up trilogies more worthy of exhumation than this, and we can only hope that eventually they turn up.**

time. And *Joust* is similarly regarded. A corky little package is this.
Nostalgia: 3
Bring Backability: 5

### Asteroids/ Missile Command (Game Boy)

Two more excellent servings of timeless shooting action, requiring more concentration to play successfully than countless more recent examples. Games like these make getting a better score than your pals start to mean something again…
Nostalgia: 3
Bring Backability: 4

*Star of T2: Judgement Day, Missile Command.*

And, finally, some bona fide classic coin-op oldies that are crying out to be revamped and re-released on console, either in a classics collection or as updates à la *Super Dropzone*:
**Bubble Bobble (Taito)** A SNES version is long overdue. What do we have to do?
**Rolling Thunder (Namco)** The inspiration for *Shinobi*, and a classic platform shooter.
**Marble Madness (Atari)** The NES has had a version, so how about it on the NU64? Phwoar.
**I, Robot (Atari)** One of the most indivisual coin-ops of all time. A polygonal masterpiece.
**Spy Hunter (Sega)** Er, this is a Sega game, but imagine a clone of it in 3D on the NU64…
**Gyruss (Centuri)** The *original* ground-breaking shoot-'em-up. Never imitated.

# SUPER PLAYER'S GUIDE

# DOOM

PART ONE
US/UK
Sculptured software/Ocean
By Zy Nicholson

## Want to clock up 100% on those performance ratings?

**Let's face it, sliding around a dank room with your face to the wall, saying "hngh" to every brick, isn't the most fun in the world. No, the most fun in the world is being surprised by the spawn of Beelzebub and trying to keep it at bay with superior firepower. Hence these maps, sardine-packed with secrets: the purpose of this guide is simply to overcome the dull bits, so you'll have to work out your battle plans and favoured route for yourself. The varying difficulty levels affect nothing but the frequency and type of monsters, so learning where to find weapons and health remains useful throughout.**

### General Tips

- There are two types of switches. Manual switches – levers, red buttons, skull eyes, etc. – need to be operated directly with the A button. Trip switches are sensors that operate doors and platforms when you move through a certain location. Sometimes the distant whine of hydraulic pistons will tell you that you've triggered a trip switch.
- The RUN button on B accelerates everything you do, even turning on the spot.
- Strafing will save your life. Keep your fingers ready to stab L/R plus B simultaneously for a speedy sidestep, and take every 90° corner like a SWAT team captain.
- Sticky Wall Syndrome inevitably strikes when you're fleeing from danger or through slime. Sidestepping can get you clear but you'll need to change your direction completely unless you want to get stuck again. It's the angle at which you hit the wall that the game doesn't like, see.
- Former Marines are deadlier than ever in the SNES version – their gunshots can give you a bloody nose even when they're so far away as to be little more than a brown pixel on the brown ledge of a brown wall. If you can't work out where they're firing from then retreat to a secured area and, if they don't come running, work forward again slowly.
- Conversely, you can shoot enemies whilst they're barely visible. The shotgun makes an ideal sniper weapon, oddly enough, and you should always take the opportunity to blast away at any signs of movement in distant windows. You can clear the last two rooms of the Computer Station in this way.
- When in doubt, shoot anyway. You ARE Bruce Campbell, and you WILL unload both barrels of a shotgun into shadowy corridors with a paranoid fervour.

## The Hangar

**Checklist: 1 Security Armour, 1 Combat Armour, 1 Shotgun**

Don't collect any Spiritual Armour boosts until you've put on the Security Armour. In this way you'll have armour over 100%. The zig-zag-paved slime room holds all of this level's secrets. A trip-switch in the final room (1) will lower the platform from which the Imps were firing, revealing a new room with Shotgun and ammo. Another trip-switch on the steps which led you into the zigzag room will briefly lower a lift (2) opposite the Shotgun: you'll need to run into the room and across the slime to make it in time.

Finally, a secret door in the right-hand wall after the zig-zag path leads outside to some Combat Armour in a slime pool. Run across and pick it up. The four Spiritual Armours in the exit booth should replenish your armour to 200%, preparing you for...

## Nuclear Plant

**Checklist: 1 Soul Sphere, 1 Chain Gun, 1 Chainsaw, 1 Shotgun, 2 Backpacks, 3 Security Armours**

# Toxin Refinery

**Checklist: 1 Rocket Launcher, 1 Chain Gun, 1 Shotgun, 2 Soul Spheres, 1 Blur Artifact, 2 Security Armours, 1 Combat Armour, 1 Backpack**

**This level contains two exits: the second leads to a secret stage, the Military Base.**

The switch at (1) opens up a new passageway to a computer room containing the yellow card. There are two secret doors in this room, both opened for a short time by a trip-switch at (2). You need to run up the passageway and into the wall at the correct places – they'll be obvious – to open them. Take the left door for the Soul Sphere you could see through the window. The far door will lead you to the Rocket Launcher. At top speed, follow the slime ditch out of the Rocket Launcher room to get the Backpack at (3). The switch on this little island of safety raises a bridge in the first room, allowing access to the secret level exit. A hidden door beside the switch will ally lead you back.

Time for the blue key. Jump down the hole in the oval walkway and flick the switch to 'fill' this pit, making it easier to traverse. A Medikit is your reward. When you pick up the blue key in room (4) a trip-switch will kill the lights and unleash a gang of Imps behind you. My advice? Step backwards onto it with Chain Gun ready.

The room beyond the blue security door is heavily soldiered, but help is at hand. Look for the secret door in the right-hand corner and take the stairs for more ammo. With your yellow key you can reach a small treasure trove of power-ups: as soon as you collect the Blur Artifact, run back down and use the temporary invisibility to take on everything in the main hall. The normal exit is now yours, if you wish. Ah, thought not. Double back to the first room and walk across the bridge. As you advance, the first trip-switch will raise the wall; the second will open a Demon's antechamber; the third will release many Imps and reveal an exit booth. Deal with each one in turn, backpedalling if necessary (there's little room for manoeuvre). Before you flick the special exit switch, be sure to check the wall behind you for the final secret lift to some rocket ammo.

The first room is crawling with Marines, so if you haven't got a Shotgun then run straight into the middle structure and take the lift.

The room with the red key overlooks an enormous courtyard. To get outside for the Soul Sphere and Chain Gun, flick the switch inside the secret room at (1) to lower a wall on the staircase. At high levels you'll want to leave this until you've picked off most of the Marines roaming outside.

Beyond the red security door and right is another slime room. You'll have to run across and flick the switch on the central column to open up the maze area at the bottom of the map. There's too much ammo in the maze, so sidestepping with an itchy trigger finger is recommended. The lift on the stairs at (2) works automatically but unless you press A when you step in (you'll hear a switch noise) the game won't register that you've explored here in your final rating.

Three Medikits, what can that mean? An ambush, that's what. But you can turn the tables by taking the secret corridor at (4) to chaingun a few Imps before you head in.

# Command Control

**Checklist: 1 Rocket Launcher, 1 Chain Gun, 1 Soul Sphere, 1 Security Armour, 1 Combat Armour, 1 Backpack, 1 Radiation Suit**

Before you leave your cosy little starting room, check the lefthand wall. *Doom* isn't renowned for handouts, so savour it.

The next secret area isn't hard to miss. When you step off the rising platform at (1), a trip-switch raises the curtain on a welcoming party – right behind you. A single well-placed rocket, loosed as you run backwards, can detonate the barrel and leave nothing standing.

If you get trapped in the inner circle of the central room, open the doors by stepping on the square of light which illuminated the blue key.

The computers of the 'swastika' room (well, they can't disguise it) sink into the floor rapidly if you cross the trip-switches marked as lines on your map. Take out as many as you can from the door and make use of the barrel.

The Rad Suit gives it away: more slime-jogging down that sludge tunnel in the bottom right of the map leads to secret gear. To get the Soul Sphere you'll need to stand on the very edge of the brown platform beside it before throwing the switch. There's no second chance. If you fail, a one-way door at the other end of the sludge tunnel lets you back out.

Finally, the switch at (3) raises a platform in the adjacent room to connect the staircase to the exit booth. There are few secrets on this level, and the maze contains none at all. How odd.

# Phobos Lab

**Checklist: 1 Rocket Launcher, 1 Chainsaw, 1 Chaingun, 1 Soul Sphere, 1 Security Armour, 2 Combat Armours, 1 Backpack, 1 Radiation Suit, 1 Computer Map, 1 Blur Artifact, 1 LA Visor**

From your starting point, cross the sludge and head right until you reach a balcony. A trip-switch here raises a catwalk before your eyes. When you've secured the area, you'll want to jump suicidally from this catwalk and discover a discoloured panel on the wall beside the balcony. Open it for a passage leading to the Rocket Launcher and Combat Armour no.1.

There's a simple procedure for solving the monster-infested room beyond the yellow security door. The Imp high on your right is (er, was?) standing on an elevator: press A to call it down and then ascend to find a secret passage into the teleport room. The red pentacle can teleport you to the start of the level, but just grab the Blur Artifact and head back. Now is the time to run around the stairwell, killing indiscriminately.

The switch beyond the slime opens the last section of the level, but it's on a dais which is the trip-switch for the pillars behind you. When the pillars are low, jump on one and ride it skyward. Jumping off at the right time is the only way to reach Combat Armour no. 2 and the ammo.

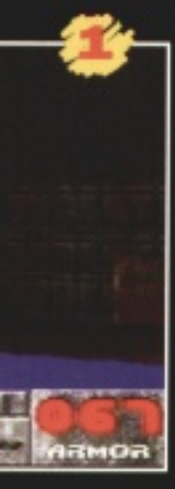
Directly opposite this switch is a Medikit in a niche. Behind it is a sequence of secret cubbyholes that will give you a Rad Suit (useful for several attempts at getting that Armour), a Chainsaw and a Soul Sphere.

Test the panels to the right of the switch in the northeast computer room and a timely cache of ammo will be yours. The Computer Map here will highlight any smaller secret areas that you've missed.

The final room is in flickering half-light, and would be a scary place if you didn't know that a Light Amplification Visor sits in a chamber to the left as you enter. Make the most of its temporary enhancement.

# Computer Station

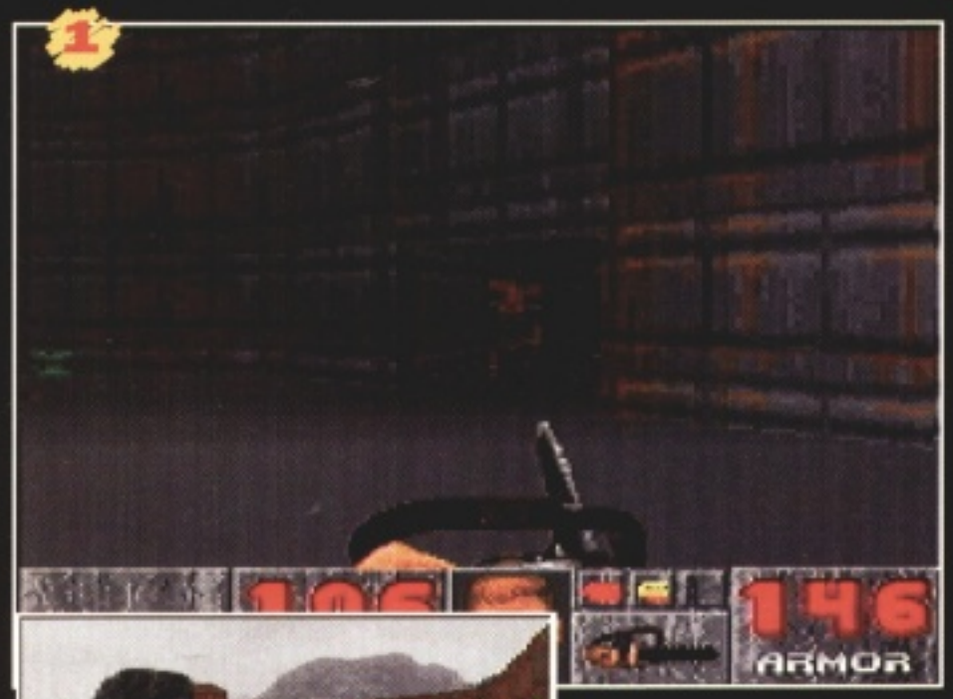
**Checklist: 1 Rocket Launcher, 1 Chainsaw, 1 Chain Gun, 1 Soul Sphere, 2 Security Armour, 1 Combat Armour, 1 Radiation Suit, 1 Computer Map.**



Again, you'll need to collect all three keys in the order of yellow, red, blue. A nasty feature of the Computer Station is that the areas you think you've secured may still contain small rooms of monsters ready to surprise you. Collect that red key in the top left corner of the map and, unbeknownst to you, a trip-switch will open secret doors in the previous room (1). Collect the blue key and you'll trigger more ambush parties at (2). However, one of these small rooms contains a secret door to the courtyard: run outside and use the Blur Artifact for cover whilst you sniper away at everything moving in the windows above (6).

The biggest room in the Station has a bridge with a large central column that sinks as you approach. Like the Phobos Lab, you need to ride this column upwards and leap off the bridge on both sides to discover everything. Try the left-hand side first for an ammo boost (3).

Whether or not you reach the right-hand ledge containing the Computer Map at (4), you now have to run through slime to continue. First stop is a red button (5), next to the Rad Suit: it reveals a staircase to some helpful items and another switch (this one uncovers a chainsaw in the bottom left corner of the map). Run back down and right, into the next slime chamber. The U-shaped column hides Combat Armour, whilst the Soul Sphere beckons from the far end. Stand patiently on the location of the Soul Sphere and a door will slide open to let you back into the complex.



# Phobos Anomaly

**1 Chain Gun, 2 Shotguns, 1 Soul Sphere, 1 Blur Artifact, 1 Security Armour, 1 Computer Map**

Once you've hit the switch, spray the room with bullets. The barrels will then take out most of the Demons, leaving a handful to tidy up. Lure the two remaining Demons from their twin chambers and only then go back for the Soul Sphere hidden on the staircase.

A popular technique for the upper section is to run straight between the two upright pillars which house the Barons of Hell and head left, clearing the barrels and grabbing the Blur Artifact from the corner. You then have a limited amount of time to waste the Barons from a safely invisible distance with the rocket launcher.

**Congratulations, you're a survivor. For now. Remember the oath of a Colonial Marine, and repeat after me: I promise to leave no barrel unexploded; to accept the existence of no level except Nightmare; and never to use my Chain Gun whilst my Shotgun has cartridges. Dismissed.**

# SNES TECH & GAMING ANSWERS

# GAMEFREAK

By Tony Mott

**And once again I stroll into battle, fending off queries with my Mystical Joypad of Plenty like so many poison-tipped arrows. Everyone seeks enlightenment at some point, and you can get a dollop of it right here – simply offer forth your question-laden platters and smile as I ladle on a serving of my knowledge...**

**From Stephen O' Kane, Co. Derry, Ireland:**

Q Has *Smashball* had an official UK release yet? If not, will it be released soon?

**A** No, it's not here nor will it ever be, officially.

Q Will there be a racing game like PlayStation *Destruction Derby* on the SNES?

**A** Well, thanks to Nintendo's newly announced 32-bit SNES upgrade – which adds five megabytes of ROM to the base unit, six new graphics modes and eight extra sound channels – yes. Or rather no. I was kidding.

Q I'm having problems with *Sim City* – my cities keep getting removed from the battery-backed RAM. I called the Nintendo Hotline and at first they said they couldn't help, and the second time said "It's just life". Can you help me with the problem? Should I clean the edge connector with methylated spirits?

**A** I've heard of problems in getting a UK *Sim City* running on a US SNES, but never this. Can you possibly return it to where you bought it? I can't see that cleaning the edge connectors will help much, unless they're totally covered in green gunk or something.

Q I am thinking of buying *World Cup Soccer '94*. Do you think I should wait for *ISS Deluxe*?

**A** Wait, wait! *ISS Deluxe* is the Bryan Roy of footy games, making *World Cup Soccer '94* look like more of a Tony Adams (ee-aw).

Q Could you please bring back What Cart?

**A** We can't afford the space in the mag any more. If you've got access to the Internet, however, you might want to keep an eye out for a full What Cart on *Super Play*'s homepage on Future Net – coming soon.

Q I love the style in which the graphics in *Yoshi's Island* are drawn, but how did Nintendo manage it using the FX2 chip?

**A** The Super FX2 doesn't dictate the game's graphical style, merely the clever things it does with the style. So NCL's in-house graphics bods are the ones to quiz. They've admitted that they were looking to achieve a hand-drawn, almost child's drawing-like style, but heaven knows why.

**From Christopher Smith, King's Lynn, Norfolk:**

Q Is there any news on *X-Men: Children Of The Atom* on the SNES? I've heard it's coming out on the 32X.

**A** There is news, and it is that it won't be appearing on the SNES. Ever.

Q With Cinder back in *Killer Instinct* does it mean that Rare have had to lose some of the background spot effects?

**A** No, the background effects that were evident when Cinder was absent are in the final game.

Q I've heard of a new *WWF* coin-op game coming out for the SNES – will it be the *Wrestlefest* arcade game? If not, what will be the changes over the existing *WWF* games?

**A** It isn't *Wrestlefest*, it's actually a conversion of the new Williams coin-op, featuring digitised wrestlers, tons of new moves and a dollop of other new features. It'll be out in December, and I gather that if wrestling's your cup of Earl Grey, it'll be a bit spesh.

**From Thomas Holzer, Wokingham:**

You said in issue 35 that in your book you don't count the Jag as a next generation machine. I have three solutions for you:

1. You are as thick as two planks .

## DAYDREAMING

The ultra-prolific Andrew Crane from Bournemouth has desires that many readers will be able to relate to...

'I'd like to see a Square Soft RPG on the NU64 that uses polygons to display a fantasy game world, although not like *Doom*, instead using third-person viewpoints. It would have a huge 3D intro explaining the plot (like *Secret Of Mana*), and a choice of starting character which would alter the course of the game completely. It would have a sense of time, like one minute of game time equalling ten in real-time, which could determine events such as which enemy creatures are out, and the behaviour of NPCs. The game's story would be split into adjoining chapters, not levels, so that it'd be split up in order that you don't have to play in one time-consuming chunk. A Flammie-esque mode of transport would also be great, but instead of travelling over a separate map environment, you could travel over the actual game world itself, end even attack enemies, like *Virus*.

All this would be amazing, and even more so if it had a Hiroki Kinuta soundtrack, Japanese weirdness and a 20-minute end sequence. Let's hope Square read *Super Play*, eh?'

Square do indeed read *Super Play*, so maybe your vision will be noted. But what's this chapters business – I thought battery-backed RAM existed so you don't have to play games through in one sitting. Like the *Virus* angle, though. Imagine confronting other species of flying beasts as you breeze across breathtaking mountain ranges, and taking them out with a carefully aimed fireball or two. Cor.

Alan McDonald from Cumbernauld, Scotland has this to offer:

'A cyberpunk game where the city in which it's set is fully interactive. You could wander around in a *Syndicate* form but be able to do anything realistically possible to the scenery. You could choose any profession – hired killer/robber, cop, business person, security guard, pilot with transport for hire, etc. – by going to places of training, and interact with anybody in the city. Your friends, lovers and enemies would be designated by your way of life and personality.'

Lovers? In a game? Blimey. Doffing of headwear, and the copy of Unirally that's been lying in my special software drawer for too long, goes to Mark Bees of Altrincham in Cheshire, for his perfect game:

'I want to see an Ultra 64 game a bit like Atari's underrated *S.T.U.N. Runner* but with supercharged motorcycles and all done with proper texture-mapping. It'd be sort of like riding a fairground Wall Of Death but in a racing environment. The tracks would be set through busy cities and over the sea, etc., with speeds in excess of 200 mph. The Ultra 64's joypad would let have a proper throttle via its analogue stick. Obviously you'd be able to upgrade your bike (*Obviously* – GF), and be able to give it super jumping capabilities, turbos and a selection of weapons. It'd be awesome.'

Indeed.

**From Ben Wood, Forest Gate, London:**

I just thought I'd send you a photo to show you my cool collage on my bedroom wall. It took me and my mate Lee three days to do, and we ruined a lot of mags (but not the sacred *Super Play*), but it was definitely worth it. See how many games you can recognise.

Er, it's not exactly a Gamefreak letter, is it? Still, it shows you're a Gamefreak, I guess – you've even got *Q*Bert* up there. Most impressive. But what's Wolverine doing on Cindy Crawford's pants? And Papa Smurf on her right breast? Eh? Oh well, whatever. I've sent you a glossy print of last month's cover artwork – signed by Wil! – just to finish it off properly. Am I good to you or what?

My dear old parents used to beat me with a wire brush for doing this sort of thing. Honestly, the youth of today, don't know they're born, etc.

2. You can't count.
3. Your book has blank pages.

Oh dear, I thought I'd seen off the last deluded reader. You're obviously a Jaguar owner, and you're demonstrating all the classic signs of someone whose machine has failed to live up to expectations.

The Jaguar is a flop. Official. But fans of flop machines just don't like to be told it. (Heck, I used to be one myself back in around 1984, so I know where you're coming from.) That is all. Begone.

**From Chris Pflaumer, Leiston, Suffolk:**

**Q** Could you please reprint the list of Ultra 64 games you printed a few issues ago? I've lost my copy of the issue, you see.

**A** Okay, here's the confirmed list: *Cruis'n USA Deluxe, Killer Instinct II, Turok: Dinosaur Hunter, Ultra Doom, Top Gun, MK3, Robotek Academy, Monster Dunk, Ken Griffey Jr. Baseball, Shadows of the Empire* (*Star Wars Trilogy*), *Frank Thomas Big Hurt Baseball, Ace Driver, Soulstorm, Goldeneye,* a *Final Fantasy* title, and at least one game each from DMA Design, Paradigm, Angel Studios, GTE Interactive, Virgin. Unconfirmed: *Mission Impossible, Ultra Metroid, Ultra Mario Kart, Starfox X, Kirby's Dream Universe, F-Zero Extreme* and *Secret Of Evermore 2*. My wish list: *Ultra Punch Out!!, Castlevania Collection* and *Pilotwings Professional*.

**Q** Do you know how much the Ultra 64 will cost when it comes out in the UK?

**A** It should clock in at around 250 notes.

**From Ben Wickenden, Selsdon, Surrey:**

**Q** In issue 35 you mentioned that Zap are no longer with you. Do you mean that they've gone out of business, or that they've simply stopped advertising?

**A** They've ceased trading, sadly.

**Q** What happens to a mail order software company's stock once they go bust?

**A** A good question. Usually the stock is claimed on behalf of the company's creditors, to be sold off to recoup some of the lost cash. So in theory there should be a shipload of cheap carts doing the rounds, though I couldn't tell you where to look.

**Q** During the early issues of your mag you used to have a small section called Datebook. Any chance of reviving it?

**A** If you knew the migraines induced by that column you'd understand why it went, and why it's never coming back. Don't we give you enough anyway?

**From Andrew Crane, Bournemouth, Dorset:**

**Q** What are Taito up to? They did some great cute platformers in the '80s, and now they seem to have gone out of existence.

**A** They're very much alive, but their SNES output seems to have dried up. Let's all prey for a SNES conversion of *Bubble Bobble 2*...

**Q** In the absence of a PAL *Final Fantasy III*, which RPG would you recommend? *Earthbound*, perhaps?

**A** *Earthbound* is top quirky fun, but it too has yet to be released on PAL. If you don't have *Mana* yet, go get it *now*. (I'd quite forgotten how great it is until recently when I picked it up again.)

**Q** Are *Mario's Picross, Wario Blast* or *Donkey Kong Land* worth buying? (Alternatively, can you do another Super Game Boy round up?)

**A** Nintendo are doing a dedicated SNES version of *Mario's Picross*, so you should wait for that version if you like the look of it. *Wario's Blast* isn't that hot in the light of SNES *Super Bomberman 3*. *Donkey Kong Land*? It's gotta be a joke, right?

**From Stephen Malvern, Newcastle:**

**Q** Back in an earlier issue you said that British releases of *Soulblazer* and *Actraiser* were due, but there's still no sign of them. What happened?

**A** UBI Soft certainly did release them, but not in the sort of number as, say, a cart from Nintendo. So you may have to look at picking one up second-hand, or looking just that bit harder in the shops.

**Q** In New To The UK you featured *Demon's Crest*, but I still can't find it in the shops. Again, what happened?

**A** Marubeni, who were intending to release it, jibbed out at the last minute. So you'll not see it officially on these shores.

**Q** I have it on good authority that the Ultra 64 will not get a UK release now that Nintendo UK have pulled out of the UK. Fact or fiction, please?

**A** It's the biggest piece of fiction since *My Life As A Eunuch* by Hugh Grant.

# READERS' TOP TEN

Right, we've finally got the definitive top ten, a list of (according to you guys) the ten greatest games of all time:

1 *Secret Of Mana* – SNES – Square Soft
2 *Super Mario Kart* – SNES – Nintendo
3 *Zelda III* – SNES – Nintendo
4 *Zelda IV* – Game Boy – Nintendo
5 *Super Metroid* – SNES – Nintendo
6 *Final Fantasy III* – SNES – Square Soft
7 *Super Mario Bros. 3* – NES – Nintendo
8 *Legend Of The Mystical Ninja* – SNES – Konami
9 *Tetris* – various – Bullet Proof
10 *Street Fighter II* – various – Capcom

Er, this obviously means that *Mario All Stars*, which we gave 96%, isn't quite the classic my forebears believed it to be. No matter. The range of favourites has been astonishing, with the *Star Wars* coin-op cropping up regularly and also *F-Zero* and *Doom* cropping up all over. The response has been overwhelming, and thank you to everyone who's contributed: some of your tens have brought back a lot of memories. Here's ten of the most obscure, and their respective senders:

1 *Kings Valley II* – MSX – Gaston Hayen, The Netherlands
2 *The Magic Telephone* – BBC – Alan McDonald, Scotland
3 *Centipede* – Atari VCS – Louise Buckley, N. I.
4 *Who Dares Wins II* – Amstrad – Lloyd Thomas, Dorset
5 *Pastfinder* – C64 – Gordon White, Lincolnshire
6 *Penetrator* – Spectrum – M.J. Hicks, Devon
7 *Berserk* – coin-op – Steve Dodds, Co. Durham
8 *Bomb Jack* – coin-op – Stephen Malvern, Newcastle
9 *Rebelstar 2* – Spectrum – Paul Tomlin, Northumberland
10 *Alter Ego* – C64 – Gary Sharp, Scotland

That's yer lot. After running this slot for five issues, I've been able to put together an accurate view – if you're new to the SNES, it should be invaluable – and it's time to say goodbye to it. Look out for a new column next month.

## ANY QUESTIONS?

**Then send them to the original Gamefreak. He serves the ale of enlightenment from here:**

**Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.**

# MODE 7

By ZY NICHOLSON

## CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

**Mode 7 could do with a little more 'culture' this month, I felt, so I headed up to the Edinburgh Festival and asked several of the most promising new Fringe acts for their favourite SNES cheats. We now present *the* most star-studded magazine event since ACE's Royal Variety Command Tips Book. If you're a budding performer, or perhaps a minor celeb with time on your hands after hosting a daytime game show, why not write in with your tips, cheats and codes? Send them to us at Mode 7, Super Play, Future Publishing, 30 Monmouth St, Bath, Avon, BA1 2BW. We do take cheats from plebs, but they have to be good. Mark your envelope "Tradesman's Entrance". Now, on with the show!**

## MORTAL KOMBAT 3

**(Acclaim)**

***SP37:* 85%**

- Kombat Kodes
- Fight against smoke
- Play as smoke

Yes, probably the worst-kept game secrets of all time. And no, we have no pride. But rather than regurgitate arcade cheats carelessly, we present only those Kodes that we know will definitely work with the finished SNES conversion. More will follow as we test them out.

| Key | Symbol |
|---|---|
| 0 | MK Dragon |
| 1 | MK logo |
| 2 | Yin Yang |
| 3 | '3' symbol |
| 4 | Question Mark |
| 5 | Lightning Bolt |
| 6 | Goro |
| 7 | Raiden |
| 8 | Shao Khan |
| 9 | Skull |

The number beside each symbol indicates how many times you must press the button to cycle through to it on screen. In the following kodes we've substituted for the symbols with this corresponding number to make them easier to enter.

| Pad 1 | Pad 2 | Effect |
|---|---|---|
| 033 – | 000 | |
| Player 1 starts every round on half energy | | |
| 000 – | 033 | |
| Player 2 starts every round on half energy | | |
| 707 – | 000 | |
| Player 1 starts every round on quarter energy | | |
| 000 – | 707 | |
| Player 2 starts every round on quarter energy | | |
| 020 – | 020 | No blocking |
| 100 – | 100 | No throws |
| 987 – | 123 | |
| No energy bars visible | | |
| 460 – | 460 | |
| Random character morphs occur throughout fight | | |
| 466 – | 466 | |
| Unlimited run (green bars are fixed at max) | | |
| 642 – | 468 | |
| Shoot–'em-up bonus game | | |
| 688 – | 422 | |
| Fight in the dark (screen lights up to show hits) | | |
| 985 – | 125 | |
| Psycho Kombat (fighting in the dark, random morphs, no energy bars, no blocking simultaneously) | | |
| 205 – | 205 | |
| Winner of the next round fights Smoke | | |

Each three-part kode is entered on both pads within a time limit using the Y, B and A keys. To enable Psycho Kombat, for instance, player one must enter 985 by tapping the Y key nine times, the B key eight times and the A key five times; at the same time player two presses Y once, B twice and A five times. The resulting kode will be

That's Smoke in the middle. Oh yes.

shown on screen as a Skull, Shao Kahn, Lightning Bolt, MK logo, Yin Yang, Lightning Bolt.

Be warned, you need to be pretty nifty to enter these codes: we developed a special three-finger technique that, er, sounds pretty silly now we come to admit it. But hey, it worked.

That's not the end of it. If you play through and complete the game you'll be given a chance to enter the Ultimate Kombat Kode:

10902 – 22234

With this you'll finally be able to choose Smoke from the central window of the character select screen. Congratulations to Australian physical comedy duo The Umbilical Brothers for testing these potentially dangerous kodes.

## ACTION REPLAY

### Let's have a big hand for the coders' corner!

Thanks this month to Neil Bailey and Sam Relton for their codes. Still, this section could do with a renewed burst of enthusiasm, no? Everyone can find infinite lives and energy, so what about some more obscure stuff ?

**Beavis & Butthead**

**7E02 2605** Infinite Lives

**7E02 220B** Infinite Energy

**Final Fantasy II**

**7E17 0796** Lets you walk over mountains on the map

**Unirally**

**7E01 7Dxx** New unicycles for player 1, where xx is as follows:

| | |
|---|---|
| 10 | Someone |
| 11 | Bronsen |
| 12 | Sylvia |
| 13 | Goldwyn |
| 14 | Anti-Uni |

**Secret of Mana**

**7E1E 05xx** Sound test, where xx is 00 to 3B

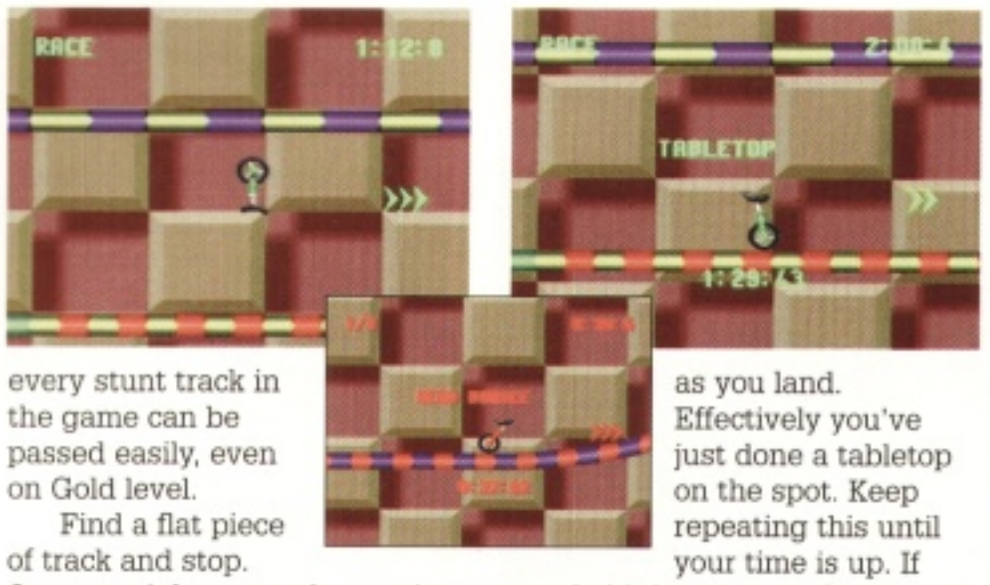
## UNIRALLY

### (Nintendo)

***SP29:* 85%**

● **Extra points on stunt tracks**

After reading that tip-teasing non-letter about *Unirally* in issue 34, the respected West Sussex light entertainer Bobby Steels has obliged us with some tips for the stunt tracks in this Amiga PD demo – er, sorry, I mean well-received Nintendo racing title. If done correctly, up to 450 points can be gained with this simple technique. Hence every stunt track in the game can be passed easily, even on Gold level.




Examples of the Tabletop and Head Bounce. Pull off as many of these as you can within the time to qualify.

Find a flat piece of track and stop. Jump straight upwards, tapping X at the apex of the jump to perform a tabletop. Tap X again as you land. Effectively you've just done a tabletop on the spot. Keep repeating this until your time is up. If you hold the tabletop for as long as possible, you can rack up 15 points per jump.

For variety, press the X button at the apex of the jump and hold it until after landing: this head bounce scores 32 points first time and 16, 8, 4, 2 & 1 points on subsequent occasions.

Since your success rests squarely on your stunts/points performance, there's no need to go dashing off round the course. Dull, certainly, but by completing the stunt tracks in this way it's easy to progress to the Hunter Circuit.

# DON'T ASK ALLAN

## INVALUABLE MONTHLY GAMING ADVICE

**Poor old Danny was indeed a real bloke. He tried so hard, devoting his life to help children, animals and the elderly with their gaming problems. But so many of you refused to believe in him that, through the sheer willpower of your group consciousness, he has ceased to exist.**

**We mourn his passing with a reflective minute's break from playing Doom, and trust that his soul will never find itself without a SNES in the Elysium fields of Total! magazine. Now, your questions.**

**Dear Danny,**

I need URGENT help with *Addams Family Values*. I keep losing all my hard work and I can't find Cousin It, and despite having played it for hours the game doesn't want to give me a password. Please tell me what I'm doing wrong.

**Sheryl Berkeley, Stockport**

**Zy Says (in the voice of Danny):**

Em, I don't think you're doing anything wrong. Cousin It lurks in the swamp, but it's a good couple of hours into the game before you'll get to meet him. You need to solve the first dungeon, then the greenhouse, beforehand. Head east through the gardens, past the gargoyles, through the forest until you arrive at the swamps. From here head north, following the path to another 'Little Shop of Horrors' plant. Give it some plant food for magic seeds (hey, it's dangerous out there), then follow the swamp round south, then east, and with a little bit of map-searching you should find Cousin It. It's a long way to go just to save your game, I know, but later on you'll be able to teleport straight to him on the Transmansion Express.

Force this entrance with a Big Bomb to claim your level four gold sword from the fat fairy.

**Dear Allan,**

I have just bought *Alien³* and *Zombies Ate My Neighbours*. Are there any cheats for these games?

**Furhan Rafiq, Harlesden**

**Zy says:**

Hang on... "Dear Allan"? ALLAN? You turn up out of the blue, clearly not having read this column for several months, and expect us to help you out? Gah. Fortunately for you I have a soft spot for *Alien³* and its heavy duty gun obsession, so I won't ignore your plea. At any time during the game press (in sequence) A, B, Y, X on controller 2, then either A for invincibility, B for damage adjustment or X for unlimited ammo on controller 1. Ripley is even harder than before, if that's conceivable.

You'll just have to make do with the bow for a while. Don't worry, it won't take long.

**Dear Danny,**

On *Super Mario Bros. 3* from *Super Mario All Stars* on the SNES, please can you tell me the places where you can find the anchor item which is shown in the instruction booklet. I have found the magic whistle item on World 2, to the far right of the map screen, but please can you tell me all the other places where you can find it.

**Steve Johnson, Shrewsbury**

**Zy Says (putting on Danny's specs):**

As I recall, most of my anchors came from the Mushroom Houses. Occasionally, when you've collected enough coins within certain stages, the Blue Mushroom House will appear on the map. It gives P-Wings and Anchors alternately, so you can guarantee getting hold of one with this technique.

| Stage | Treasure | Collect at least |
|---|---|---|
| 1.4 | P-Wing | 44 Coins |
| 2.2 | Anchor | 30 Coins |
| 3.8 | P-Wing | 44 Coins |
| 4.2 | Anchor | 22 Coins |
| 5.5 | P-Wing | 28 Coins |
| 6.7 | Anchor | 78 Coins |
| 7.2 | P-Wing | 46 Coins |

However, I only really valued the anchor on World 5, Cloud Land, where you must pass through the Tower every time the Ghost Ship moves around it.

Besides the top right corner of World 2, more warp whistles are located in the first World. Towards the end of stage 1.3 you should look for a large white rectangular platform. Stand on it, press DOWN to perform Mario's crouch and hold that position until, miraculously, you'll fall through it and land behind the scenery. Run to the end of the level, behind the black backdrop, and keep going. Soon you'll find yourself in Toad's house.

Whistle number 2 is in the World 1 Fortress. In the second sub-stage of this level you'll come across a Drybones guarding a door. Stomp him, dash left from the far right and fly up to the right with a Raccoon Suit. You can't see yourself again but head right and up to find a secret room.

**Dear Danny,**

I'll keep this simple. In *Zelda III* I've now found all the items, except a few heart quarters. Where should I look? And I've got a red sword. How many more times can I power it up, if any?

**Keith F. Palsey, Bournemouth**

**Zy Says (imitating Danny's odd walk):**

The first question is tricky, since I don't know where you've got your current ones and what you've missed. The sword, however, has four levels. The first you collect from your dying Uncle at the beginning of the game. The second sword is in the glade of the Misty Forest, which you get when you've collected all of the pendants from the Light World dungeons. The third is found by helping the Blacksmith's brother: he's near the shooting gallery in the Dark World, looking a little mutated – you'll need the level 2 mitts to set him free. If you leave your sword with the Blacksmiths for a while, the two brothers will reforge it. The fourth level is obtained by throwing it in the Mysterious Pond inside the Dark World Ziggurat. You need to buy the Big Bomb from the bomb shop (what would be Link's house in the Light World) and drag it to the slightly cracked brown tile at the Ziggurat's base. A fairy pool is inside.

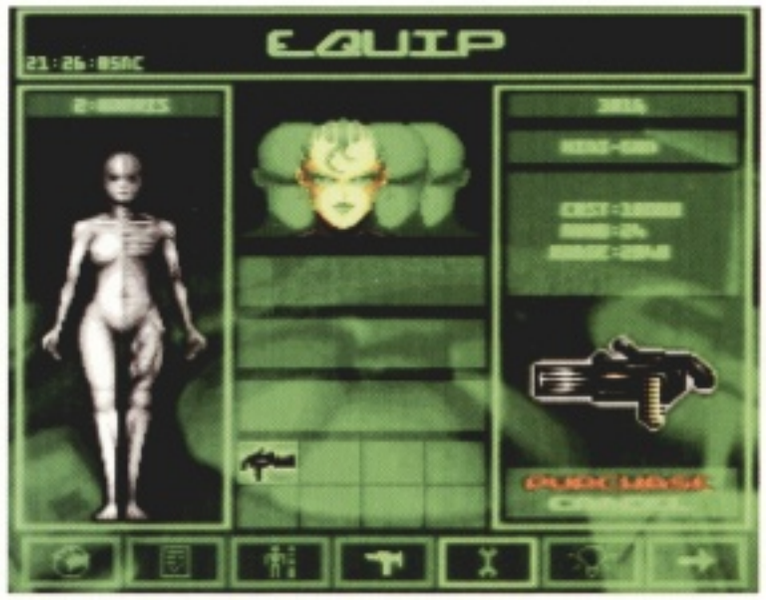
## SYNDICATE

### (Ocean/ Electronic Arts)
### *SP23:* 80%

**● Tax return advice**

Budding stand-up comedian Jim North has reminded me of a little tactic that many of you may not have noticed. Whilst you're in the team management and briefing stage between missions the timer continues to roll, so you can initiate a research programme and let your boffins finish knocking together those Mini-gun plans whilst you make them (or more wisely yourself) a nice cup of tea. An even better ploy is to enter a relatively easy European stage, let your squad stand idle for a minute, then pause the game and press all four A, B, X, & Y buttons simultaneously to withdraw them. Time moves faster within the missions, so with very little fuss you can research and build the Uzi, Long Range, Time Bomb, Mini-Gun, Chiller and Laser before you've got as far as Scandinavia (the first three of those weapons can be discovered as early as Stage 1 – Western Europe). Later in the game it's also useful for finalising that level 3 chest armour before facing laser-armed cyborgs.

And if there are no European states left to conquer? The ideal tax level for a happy world under syndicate control is around 36%, with just a couple of exceptions in those areas of high population density. So raise taxation to 100%, let them revolt and you'll get another crack at the same easy mission.




Want to split your party into two groups? Sit one agent in a vehicle, switch to the next agent, press SELECT for Group Mode and you can control the three agents outside the car in unison whilst your lone agent stays put.in the car as backup.

## ZOMBIES ATE MY NEIGHBOURS

### (Konami)
### *SP12:* 89%

**● Play just the bonus levels**

I don't know how I missed this one before. According to our occasional Super Quiz host Daniel Whelan, you can play a game composed of nothing but bonus levels by entering the code...

TDSS

...on the password screen. Similarly, Action Replay owners can pick the level of their choice with the code 7E1C 7Cxx, where xx is the stage number from 00 to 37. Stages 31 to 37 are the bonus levels. Thanks, Dan – and hey, what's this I hear about a Hollywood deal?

Never before have I seen a screenshot loaded with such overt social, political and psychological metaphors.

## A FINAL WORD

Stuck on a game? Then Don't Ask Allan. Just write to us explaining the nature of your predicament in sufficient detail and we can help. Such a frightening quantity of gaming knowledge is concentrated in this one humble magazine that it's a wonder it doesn't explode when subjected to cathode rays.

**Don' t Ask Allan, Super Play, Future Publishing, 30 Monmouth Street, Bath BA1 2BW**

## PACMAN 2

### (Namco)
### *SP34:* 70%

**● Access the arcade originals**

It's time to run those history taps, lay back and bathe in the lather of Eighties nostalgia. Our passcodes will take you straight to the original arcade games of *Pac Man* and *Ms. Pac Man* without you having to play through the game to reach them. You could even get a wedge haircut, don a shoelace bowtie and suck on some Space Dust to get in the mood, but please remember that we'd feel dutybound to kill you if you did. The two codes are as follows:

PCMNDPW

MSPCMND

Which is easily remembered, being an abbreviation for PaC MaN Direct Pass Word and MS. PaC MaN Direct. Once you've entered the appropriate password it's a neat touch that, until you reset, the cartridge will play the original game as if it was dedicated to it. Thanks go to the slovenly Scots stand-up Phil Kay for that one.

## STUNT RACE FX

**(Nintendo)**

***SP22:* 93%**

It's all very dark down here, and your engine sounds genuinely shagged.

● **Take the underpass**

So many rumours of *SRFX* cheats have been discredited that I've been sceptical of new ones, but having finally found the time to try this out I can guarantee that it does indeed work. Select Free Trax, take the 2WD as your mode of transport and go to the Night Cruise course. Build up speed as usual, turn down the hairpin past the first Starfox hoarding and turbo towards the second billboard for all you're worth. Just as you're about to paint the wall with biker purée, hit the X button and hold down on the D-pad. It may

Then bomb it down to the second Starfox ad to go 'off-roading' (above).

take a few attempts to find the right spot, but when you do you'll fly straight over the wall and land in a dark limbo of city skylines. Look up and you'll see the underside of the flyover being 'constructed' before your eyes.

Be warned, as soon as you hit one of the giant pillars holding it up you'll be catapulted back to the land of tarmac and texture maps – if you're still alive, that is. The credit for finding this despicable bug goes to singer/songwriter Alkan Hassan of Croydon (whose full address appears to have been eaten by the office rats, sadly).

The value of a *Super Play* pen is not in its design, nor its manufacture *[you can say that again – Ed]*, nor should it be equated with material worth. No, it is what the pen represents that makes it so desirable, so enviable, so meaningful. Not just a pen, but four inches of kudos that sits pertly in your breastpocket and tells the world that you are a god among tipsters, a – a –

I'm fooling nobody, am I? Oh, very well. From now on, any cheat good enough to be shoved in its own box and called a Star Tip will earn its sender one of the few remaining limited edition *Super Play* metal badges I've kept from the early days. So pay attention to that man Compton and get writing to **Mode 7, Super Play, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.**

**CHEAP BRIBES**

# COMPTON'S MOST WANTED

**Goodly morning. My name is Mr. Compton, and I demand nothing but the latest commodities in high quality tippage. Guarantee your name in these pages by providing me with these most wanted tips.**

**(1) Yoshi's Island.** It must be said that Miyamoto's games aren't usually cheat-laden, his philosophy being that players at every level of competence should be able to enjoy them. And that rarity is precisely why I prize a 'Yossy' cheat above all others, placing it first on my list of desirables.

**(2) Killer Instinct.** Being an official release and all, I expect some righteous tipping from all quarters when it appears on the shelves.

The unacceptable face of Mister Compton.

**(3) Mortal Kombat 3.** Reliable sources suggest that this home conversion contains kombat kodes that never existed in the coin-op. Finding secrets and special things within the game seems to comprise half the fun of it, so get searching for all those kodes we've sadly missed. I MUST HAVE THEM ALL.

## OGRE BATTLE

**(Quest)**

***SP34:* 80%**

● **Liberate Dragon's Haven**

Have you ever – in your capacity as warrior hero, Zeteginean revolutionary leader and soiler of ogre britches – pondered the inaccessibility of Dragon's Haven, the island north of Warren's Castle?

Then follow my orders. To the letter, you understand? Start a new game. Enter your name as FIRESEAL. Your gender is unimportant, and you are at liberty to answer the psychological profile questions as you deem fit. I think we can all guess the outcome of that little mind litmus, eh?

Quiver in fear of ye olde clichéd scroll effect.

Military inspection time. View the data on your troops and units with perspicacity. Your are no longer called Fireseal, graced instead with the name of Lexar. Not only are you level 15, with 300,000 Goths in cash, but you have started *Ogre Battle* with an army of high level paladins, dragons and vampires in your service.

"Start spreadin' the news..."

Your first conquest on the worldmap will be Dragon's Haven. Check the small island to the east of your starting point as soon as you can for the hidden temple city of Masswan. After drawing a card they will present you with the Karanborg sword, which you can immediately equip on any unit. When you liberate the eastern trade city of Bright Rock you will be told about Dragon's Haven and the wizard Albeleo. Of the two small islands north of Bright Rock, the uppermost one holds a randomly-designated hidden treasure.

A tremendous tip there from funny man Harry Hill, who likes to relax before a gig with a spot of strategy gaming.

Congratulations, you now own 300,000 Goths. And I bet every one of them is 6'2", and called Neil.

# SUPER MARKET

FREE ADS

**Wa-hey, it's the Super Market you can't afford not to shop in and – thankfully – there's not a Dale Winton in sight.**



## MESSAGES AND EVENTS

● Hong Kong movies for swaps and sale, plus Manga titles. No time wasters please. Tel 0121 773 3102.

● My name is Darren. I'd like a penpal in Japan. Any interests, m/f 12+. Write to Darren, 13 Abbey Court, Ballykeefe, Limerick, Ireland.

● Edge Magazine, issue 11, no longer available in the UK. I have the last one! Includes PS-X: full tech. specs., and release schedule, interviews with Namco, Capcom and Konami about PS-X. Magazine is in tip top condition. Phone Chris quick, one copy only: 01341 281269. £15, collectors' item.

● Anime for swap for yours. I have over 250 titles. Does anyone have any Ranma 1/2 TV episodes from episode 11 onwards? Tel 01942 515598.

● 13 year old male, wants English female of the same age to write to. Must not like gits similar to Blur or Take That. No psychos. Write to Matthew Hodges, 38 Baker Road, Abingdon, Oxon.

● Macross 7 Docking Festival - Japanese vocal drama. Hayao Miazaki - trumpet music CD and xylophone music CD. Call Lisa on 01505 337068.

● Mags for sale: Sega Power issues 30-50, Gamesmaster 1-30, Mega 1-30, Super Play 1-20. All mags £1-£2. Phone after 5pm, ask for Andrew on 0181 330 0013. Postage extra.

● Super Play issues 1, 2 and 3 and Super Play Gold £15 each. Super Play issues 4-18 £30. Edge issues 1-14 plus binder £60. Tel Craig on 01501 822989.

● I want penpals from anywhere in the world, any sex, age 15-18, reply to everyone. Write to me now: Claire Welsman, 25 Newsome Av, Pill, Avon, BS20 0DW, England.

● Manga and computer magazines for sale, also Manga videos and books for sale. PC games for sale. Call Andrew on 01689 875049.

● If you are female, aged between 13-17 and were staying in the San Mirada Apartments in Arenal Den Castell in Menorca this summer, could you send a photo of yourself to Robert Baxter, 5 Moor Place, Portlethen, Aberdeen, AB1 4TF.

● Street Fighter II anime for sale or swap, plus more than 250 other great anime titles: also Super Tetris II wanted (Jap). £20 paid. Tel 01942 515598.

● I have got issues 32, 33, 34 of Super Play and issues of Gamesmaster 28, 29. £2.50 for Super Play, £1.99 for Gamesmaster. Tel 01977 556230.

● Super Play issues 1-22 for sale. £50 ono, will split. Also Super SFII Turbo poster for sale 40" x 30" very rare £20 or swap both for Jap/UK/US SNES or MD or make an offer. Tel 01708 500186.

## FANZINES

● People wanted to help start a SNES and possibly a Megadrive and entertainment fanzine. Ring 01949 851306 and ask for Chris for more information.

● RPG fanzine for Sega and Nintendo £1.50, "Journey's End" - Ann, 230 Thornbridge Avenue, Great Barr, Birmingham, B42 2AL, tel 0121 624 5384.

● Any games workshop fans who want to help write or draw my comic/fanzine send their stories/artwork or both to Lee Deaves, 34 Dewsbury Road, Tingley, W Yorkshire, WF3 1LP.

● Members wanted to join "Swap It", the club for SNES, GB, MD, GG etc owners. Free membership and monthly newsletter. Write now to Lee Barlow, 18 Arlies Close, Stalybridge, Cheshire. Please send a stamp.

● Role Call - a fanzine for all RPG enthusiasts, all formats covered, mainly imports. Issue 1 and 2 out now - £1.20 each issue, more to follow. Writers and artists welcome. Write to R Ryan, 25 Oakdene Avenue, Woolston, Warrington, Cheshire, WA1 4NU.

## HARDWARE FOR SALE

● UK SNES Score Master and infra red joypad and turbo joypad, and SNES pad. Scope 6 and 12 of the latest games worth £800 easy. Sell for £300 BARGAIN. Tel 01787 471071.

● Game Boy for sale and 6 games inc. Zelda: Links (boxed and inst.) and others. 3 boxed with instructions and 3 without. Also Game Genie (no box) with book of cheats and light/magnifier for the Game Boy. Worth £230, sell for £50. Tel 01903 783144.

● SNES, NES, Megadrive, Super GB, GB. 37 games inc. DKC, ISS, SOM and converter, Zelda 2,3 (4 on GB). Sold as a bundle only £595 ono. Tel Richard on 01451 844715.

● SNES UK 10 games and Game Genie, and two controllers, games including SOM, MK2, Syndicate, F Zero, Starwing, Sim City. Boxed and instructions £250. Tel 01843 227702.

● UK SNES, Multitap, Scope, and 9 games inc. MK2, Super Punch Out. Only £200 - worth a lot more. Ring Simon on 01276 29996.

● UK SNES for sale, includes 3 joypads, and 12 excellent games. £280, buyer must collect. Tel 01225 863684.

● Amiga 500 for sale, 2 years of age in good condition with over 60 items of software will sell for £150. You must collect or say that you will pay for delivery. Phone after 4pm and ask for Kevin on 01463 233154.

● UK SNES - 19 top games like ISS, NBA Jam TE, MK 2, Street Racer, Mario Kart, Secret of Mana, Bomberman, includes multitap, 4 control pads, converter, boxed £380. Tel 01458 252529.

● UK SNES, 2 joypads, Mortal Kombat, Zelda 3, Jurassic Park, Starwing and Donkey Kong Country. £120 ono. Tel 01284 788104.

● Atari Lynx for sale with Blue Lightning, Xenophobe and Batman Returns. Also with mains adaptor and carry case £50. Tel 01458 252529.

● Banzai!! SNES for sale: 6 games, 1 joypad and stick, 1 program pad, adapter, multitap, carry case and a free DKC book. Also have other things for sale. Please call Al on 01203 465683.

● UK Megadrive for sale with 10 games inc Jimmy White Snooker, Mega Bomberman, and Micro Machines. With 2 pads. £190 ono. Tel 01455 611292.

● MINT condition PC ENGINE GT (hand held) for quick sale. Totally scratchless and only 5 months since bought. Comes with 3 HU Cards including Psycho Chaser, Race Irem, and Street Fighter II Champion edition. Plus the GT transformer, GT Maq glass and plastic sleeves for all HU Cards. The lot worth £360, fixed price at £190. Tel 0141 812 4141. Ask for Bond.

● SNES, 12 games, multitap and 4 joypads. Everything fully boxed. All equipment is immaculate. Worth over £500, sell for £180 and free SNES magazines to take away. Phone John on 0121 427 2581.

● NES CD with 3 games £300. PC Engine Super Griffen and 54 games £170, also lots of Mega Drive games for sale. Tel 01934 833788.

● UK SNES, 10 games including SF2 Turbo, Bomberman 2, Stunt Race FX, Flashback, Clayfighter 2, and Super Metroid. 1 pad, carry case, boxed. £260 ono. Call Adrian on 0181 777 2073.

● Final Fantasy III (US) for £40. Write at this address John McDonnell, 22 Pine Valley Way, Dublin 16, Ireland.

● SNES with 17 top games, two joypads, convertor AV leads, loads of magazines, worth around £900. Will split. Tel 01707 330501.

● UK SNES for sale. 20 games including 3 MK 1 & 2, 3 controllers, everything boxed with instructions worth over £720. Sell for £300 with magazines and a stand. Tel 01505 614121.

● UK SNES, 2 pads multitap, Action Replay, stereo leads. 5 good games and stand. All for just £200. Also many other excellent games £15-£20. Tel 01795 471009.

● Game Boy and games for sale. Mint condition, games include Probotector, Tennis, Dr Franklin, and many more. All offers considered. Tel 0161 941 4085.

● Marvel Mutant comics, I'm selling 19 X Force, 30 Uncanny X Men and 21 X Factor comics. All protected by plastic covers. Interested? Just give me a ring any time on 0171 987 5636.

● Super Nintendo with 3 pads, Jap/US adaptor and 23 good games inc. IS Soccer, NHL 95, SSFII, Side Pocket, Leg of Ring, etc. £350 ono. Ring after 5pm on 01525 404769.

● Bargain Manga videos episodes 1-12 of The Guyver for sale. Mint condition £3.50 per tape or all for £35. Tel 0191 264 2902.

● Game Gear and Master System converter, and mains adaptor, and 8 games. All boxed with instructions. Excellent condition. All for only £100. Buyer must collect. Call 0121 475 6095.

● US SNES and 5 games - Bomberman, SFII Turbo, Stunt Race FX, DKC, Mario Kart and PAL I booster. Loadsa leads, 4 controllers, tap, boxed, mint condition and instructions. £250 ono, will split. Tel 01246 239066 after 7pm only.

● NES with 5 games £75 - Tetris, Simon's Quest, Life Force, Duck Tales, Mario 3 - will also sell separately at £15 each. Also swap Castlevania for your Mystical Ninja (UK SNES). Phone Roland on 01666 824401.

● UK SNES with MK 2, Actraiser, Bart's Nightmare, Donkey Kong Country, Earthworm Jim, Ren and Stimpy, SSF2 T, Jelly Boy, Bomberman, and 2 controllers, adaptor, joystick. £150 ono. Tel 01793 524272.

● Amiga 500 for sale plus 5 games, joystick, mouse, 2 disk boxes and 10 Amiga mags. Worth £350, selling for £175. Tel 0161 881 1188.

● UK SNES, 2 pads, 5 games inc. SFII Turbo, Mortal Kombat and Zombies. Buyer collects. Sell for £200. Ring after 5.30pm on 01379 644833.

● Amiga 500 with Philips monitor, Star printer Ext disk drive, joystick, over 50 games inc. Monkey Island II. Over 50 Amiga mags. Sell for £500 ono, buyer must collect. Tel after 8pm on 0181 330 0013.

● UK SNES, 18 games, Action Replay, games inc. Mortal Kombat, NBA Jam and Super Metroid. Worth £1000+, £310 ono. Tel 0181 336 6893.

● Neo Geo CD (UK), 2 joysticks, £170 ono. Various games £12 each. Tel 0171 387 7189.

● SNES programpad for sale. Pad with slow motion, autofire and mover programmed in for Street Fighter II and Fatal Fury. Bargain at £15. Interested? Then phone 01225 480988 after 4 pm and ask for Chris.

● UK SNES, 14 games, 2 pads, universal adaptor, carry case, games rack. Games include MK II, SFU, DKC, Stunt Race FX. £275. Tel 01252 850707 ask for Mr Emerson.

● SNES (UK), 2 pads, Scart, 2 adaptors, SFII (UK), Starwing (UK), Striker (UK), DKC (UK), Mana (US), Super SF II (US). Plus issues 3-29 of Super Play, all for £250 ono. Call 01424 714458.

● Radio controlled car, Raider Pro with all radio gear, batteries and charger. It's ready to run for only £50. Tel 01284 788104.

● NES and games for sale, really excellent games (Mega Man II, Zelda, SMB III etc). Dirt cheap. Must collect. For details call 01245 346038, ask for Damien.

● SNES and 20 games, multitap, convertor, 2 joypads, carry case, magazines, DKC video. £500 ovno. Ask for John on 01384 837284.

● Game Boy, adaptor and 24 top games including Mario 2, Starwars, Dr Mario, Tetris, Flintstones, Parasol Stars etc. Cost over £200 will sell for £90, no offers. Tel 01484 516335.

## SWAPS

● Swap Biker Mice for Super Star Wars or Action Replay II (all SNES). Tel 01474 708693.

● I will swap my Mario World, Tiny Toons, Madden 93, Street Fighter II or Micro Machines for WWF Royal Rumble or other games. Tel Keith on 013398 81236.

● Swap my Wolverine, Admantium Rage or Soccer Kid with £8 for Chrono Trigger. Call Sharjeel on 0141 339 4873. Must collect.

● I will swap your SNES and games for my Megadrive and 9 games. Tel 01253 864189 between 4 and 6 pm, and ask for Toby.

● Swap my Eternal Champions with Players Guide and £5 for Judge Dredd. Call Sharjeel on 0141 339 4873.

● Swap my SOM, R Type or Bonkers for your Cannon Fodder and/or Therne Park, 1 for 1, 2 for 2. Call Amer on 0141 339 4007, must collect.

● I will swap my Spiderman (US) or Bulls vs Blazers (US) for Zelda 3 (US), Super Puyo Puyo (US) or Pinball Dreams (US). Tel John on 01708 904334.

● Swap my Mario Paint, Super Soccer, Stunt Race FX, Starwing, D Kong Country, or FIFA for International Super Star Soccer. Must collect. Tel 01753 866964.

● For swap: DKC, Vortex, Micromachines,

M Allstars, Starwing, T Tournament Fighters, Pac Attack. Write to Elliot Rutter, 161 Blenheim Close, Padgate, Warrington, Cheshire, WA2 0JW.

● Swap boxed Secret of Mana or Illusion of Gaia - I want Final Fantasy 3 (US). Contact Rick on 0181 368 7486.

● If you are looking for a guaranteed good game, then look no further. I have: S Fighter II, Prince of Persia, Parodius, and Cybernator. All top games. Phone Chris on 01341 281269.

● I will swap my SOM or Bonkers and £8 for your FF III. Call Amer on 0141 339 4007.

● I will swap Battlemaniacs, SF II and F Zero for MK II or SSF II. Ask for Olly on 01273 507674.

● I will swap my Return of the Jedi and Power Rangers or my Empire Strikes Back and Spiderman and the X Men (UK SNES versions) for your Wolverine or for your X Men Mutant Apocalypse. 2 for 1 - not a bad deal! Tel 01275 837409.

● I will swap my Batman Returns or Street Fighter II for World Cup Rugby or Sim City. Phone Tim on 01844 353813.

● Game Boy games to swap: Mario Land, Yogi Bear and Kirby's Pinball Land. Will swap for Gameboy games like Jelly boy, Tiny Toons, Mario Blast, Aladdin, Parodius, etc. Call 01266 758523 after 6 pm.

● I will swap Zombies, Bomberman, on the SNES for any decent game. Call after 6pm and ask for Grant on 01375 376951.

● Swap boxed Neo Geo with Puzzle Bobble, World Heroes, Jet and King of Fighters 94. I want a Playstation. Tel 0181 368 7486.

● I will swap my Earthworm Jim (UK) or Pugssey's Scavenger Hunt for Zelda (US or UK). Tel Jonathan on 01905 355142.

● Swap my Plok (UK) for Mana, Mickey's Magical Quest or any other good game. Must collect - UK games only. Tel 01773 590894.

● Swap my UK SNES and MK II and Pilotwings for your US SNES with power supply, Scart lead and 1 or 2 pads. Tel 01290 422979.

● I will swap Firoc II (US), Illusion of Gaia (US) and Alien 3 (UK) for any decent games especially FFIII. Will consider 2 for 1. Tel 01622 738008.

● I will swap SFII, SFII Turbo, F1 Pole Position, Ranma 1/2 II, Golden Fighter, Contra III, Zelda, UN Squadron, WWF, World Hero and DBZ II for NBA Live 94 or Front Mission or sell £20. Tel Dan on 0181 441 1891.

● Manga - Project AKO and Venus Wars. Excellent condition. Will swap for SSF II, MK II, Secret of Mana or Earthworm Jim. Must be in good condition. Tel 01222 620000.

● Super Nintendo Players Game Exchange now operating on tel 01707 268285 any time.

● I want any decent SNES RPGs (except Zelda or Mana). I will swap for any of my games. I will also swap my Game Genie for an Action Replay.

● I will swap Sim City, Winter Olympics and Jurassic Park for any racing games or any games. Phone after 7 pm on 0181 961 5695.

## GAMES FOR SALE

● UK SNES games for sale F-Zero and Jurassic Park without boxes and instructions for £25, will sell separately J.P. £15, F-Zero £10. Tel 01505 690418.

● SNES Winter Games £10, FIFA International Soccer £15, Earthworm Jim £15, Super Smash TV (US) £8, US convertor (Datel) £5.50. Tel 01245 472572.

● UK games for sale: Int Superstar Soccer £30, Ghoul Patrol £15, Stunt Race FX £30, Lemmings £20. All immaculate and boxed. Tel 01206 298950.

● 5 top Atari Lynx games, inc California Games, £10 each or £40 together with FREE Lynx also 1MB Atari STE W/Monitor and software £320 ono, plus ST Format 8-46, Super Play 4-33, so call Michael on 01323 500073.

● Illusion of Gaia (US) £21, Datel adaptor to run IOG on UK SNES £12.50, Super Smash TV (US) £9. All inclusive of p&p. Tel 01245 472572.

● SNES clearout. Lawn Mower Man £7.50, Super James Pond £10, Starfox (US) £10, Zombies Ate My Neighbour (US) £10, Skull Jagger (US) £7, Datel Programmable adaptor £6. All prices inc p&p. Tel 01245 472572.

● Super Soccer £15, Mario Paint £25, FIFA Soccer £22, Starwing £12. All games are UK versions. Also wanted Int Superstar Soccer, swap for DKC or Stunt Race FX. Tel 01753 866964.

● Buy the box and manual (mint condition) of MK II and get the game free - for £20 (unwanted gift). For the SNES. Tel 01903 783144.

● UK SNES games Earthworm Jim £16, FIFA International Soccer £15, Super James Pond £9. All inclusive of p&p. Tel 01245 472572.

● I will sell my DKC for £25 or swap it for your WWF Raw. I will also swap my Rise of the Robots for your Royal Rumble. Tel 0181 925 7272.

● UK SNES Lemmings II £18, Yogi Bear £18, Art of Fighting £20, Last Action Hero £15, Super Turrican £18, Goof Troop £15, Syndicate £25, Magic Box £20. Tel 01622 746266.

● YO! SNES games for sale, cool prices (Jap/UK/UK) eg Stunt Race, Cybernator, Actraiser 2, Dungeon Master, DKC and others, and free manga if you hurry. All for £165 or offer. I want RPGs esp FF3 (UK). 0181 462 6838.

● Playstation 3DO - Neo Geo CD - PC CD ROM - Saturn games from £21-£41. Call Andy on 39-0360-808043.

● SNES games - £10! Write to Flat 2, 26 Manchester Road, Thurlstone, Sheffield, S30 6QT for list.

● Zelda (US) £10, Bomberman and Party Tap £25, SF Turbo £18, Utopia (US) £14, Madden 94 £15. Phone Pete on 01895 632413.

● For sale: Mega Man X (US) £17, Stunt Race FX (UK) no book £25, Starwing (UK) £15, Hole in One Golf (US) no book £10. Also FFIII wanted £28. Phone Paul on 01705 571941.

● SNES games for sale. Mana (£20), Mario All Stars (£20), Street Racer (£20), Tiny Toons (£15), Actraiser (£15), Zombies (£15) and Stunt Race FX (£15). All UK offers accepted. Phone 01366 500128.

● Sega Master System games for sale, 7 games including Sonic Chaos. Phone 01565 653020 and ask for Tom.

● UK SNES Cart Earthbound £45 no swaps or offers. Ring Tuesday 1pm to 5 pm only. Ask for Simon on 01363 773023.

● UK SNES games for sale: WWF Royal Rumble and Lemmings 2. Tel Ray on 01673 828080 after 4pm for prices.

● Super Bomberman for sale. Good condition, boxed with instructions. £15 ono. All offers considered. Tel 0161 941 4085.

● 10 SNES games for sale, all UK versions, boxed with manuals. £15 to £20 each. Ring Liam on 0181 578 6941.

● For sale: NBA Tournament Edition £20 and Kick Off 3 £15. Both UK versions boxed with instructions. Northampton area. Tel 01604 582056.

● US games for sale: Earthbound £40, Illusion of Gaia £30, Mystic Quest £10, Final Fantasy 3 solution book 120 pages, full colour A4 size US import £8. Tel 01442 69378.

● Complete original Mean Machines issue 4-24, offers invited. Tel 017048 72435.

● Desert Strike £25, Top Gear £25, Plok £10, Pac Attack £10. All boxed and with instructions. Tel 01733 268082.

● SNES games £15 each: Out to Lunch, Kev Keegan, WL Basketball, and Smash TV. £25 each: Kikikaikai, Aladdin, Flintstones, Pop N Twinbee and FIFA. Contact Jan-Fei on 01734 612930.

● SNES games for sale: Zelda (UK) £20, Contra III (US) £20, Starfox (US) £15, SF II (UK, unboxed) £10, MK (IUK) £200. All good condition, will consider swaps. Tel 01202 825344.

● I will buy Smash Ball £25, Unirally £25-£30, Rock N Roll Racing £20-£25, World Cup Soccer 94 £20 only. UK versions. Tel Stephen on 01648 43729.

● Earthbound (US) £30, Breath of Fire (US) £25, Spike McFang (UK) £25, Desert Fighter (UK) £12. Tel 01379 740367 (p&p included). Tel 01379 740367.

● For sale/swap: FIFA, Mystical Ninjas, Mana, SF II Turbo, Utopia, Super Tennis, Zelda. Wanted: WWF Raw, Syndicate or anything decent. Tel Owen on 01756 701609.

● SNES UK games for sale: Indiana Jones £25, N Mansell Indy £20, Pinball Fant £20, Dracula £20, Shaq-Fu £20, Ghoul Patrol £20. All boxed plus other games. Tel 01622 746266.

● For Sale: Pro Action Replay £10, Sunset Rider £10, Kick Off £5, Smash TV £5, Street Fighter II £5. The lot for £30. Tel 01614 490534.

● New! Zelda (UK) for £20. Still in wrapper and box. Or swap for Pocky and Rocky. Tel 01703 781309.

● Free Master System with 7 games and 2 SNES joypads if you buy these SNES games: EA Ice Hockey, Pilotwings (Jap), Sensible Soccer, World Cup Striker, all £15 each. Super SF II £20. Phone Pete 0171 435 4086.

● For Sale: Mario All Stars USA 94 (£20), Wolfenstein 3D, Royal Rumble (£25). Tel 01856 781231 and ask for PJ.

● SNES games for sale: MK II (UK) £20 ono, Sensible Soccer (UK) £15 ono. Both boxed with manual. Mario World (UK) £5 no box. Ask for Jon on 01603 716206.

● US SNES games Starfox £10, 7th Saga (ENIX RPG) £22, Super Smash TV £7.50, Skull Jagger £7.50, Zombies Ate My Neighbours £10. All inc p&p. Tel 01245 472572, evenings or weekends.

● SNES games for sale Mortal Kombat, Jurassic Park, and Starwing. £15 a game, £10 for Starwing. Tel 01284 788104.

## WANTED

● Has anyone got SSFF II UK/US cart? Also looking for issues 23, 24 and 25 of Super Play. Ring afternoon on 01762 326968.

● 2nd hand Datel programmable Uni adapt and 1 UK game (MK1 or 2 preferred). Ask for Craig on 01322 351974 5pm-6pm not weekends.

● Wanted Mega Drive II with 2 pads and Fifa 95. Will pay around £45 or swap for Stunt Race FX , Fifa, Mario Paint and Super Soccer - worth £70. Tel 01753 866964.

● Game wanted. X Men Apocalypse for SNES. Tel 01305 770293.

● Please help! I want Ren and Stimpy for the GB, will pay a great price, or if you prefer, swap for one (maybe 2) of my games. Phone 0181 890 1632 and ask for Ian.

● Urgently wanted. Lufia and the Temple of Doom. Phone 0115 925 7623 and ask for Trevor or leave message.

● Issue 22 of Super Play wanted. Mint condition. Will pay £3. Call 0181 958 2880 and ask for Mark.

● Urgently wanted - Theme Park on SNES. Will pay up to £40. Phone 0121 550 2788 and ask for Stephen.

● Anime videos wanted. Will swap for SNES or Mega Drive games - SNES games include DKC, Bomberman 2, Equinox, Mortal Kombat 2 etc. Tel 01738 629242.

● Wanted: C64 emulator for my PC and games. Will pay. Phone DEE on 0181 856 5828.

● Desperately wanted: FF II box and instructions (if possible). Will swap for Wing Com, Desert Strike, Spike McFang (all US), or Road Runner (UK). Must live in the Suffolk area. Tel 01473 462674.

● SNES games wanted, Manga vids wanted. Write to Andrew Rowlands, 67 Runnymede Road, Redhouse, Sunderland, SR5 5QD.

● Wanted: Ren and Stimpy comic nos. 10 to 13. Perfect quality preferred, I will pay a good price for 1 or all 4. Phone Ian on 0181 890 1632.

● Wanted: Power Rangers for SNES. Will pay £15, must be in good condition. Tel 01782 287211.

● Wanted: Shadowrun (UK). Will pay £18 and any 1 issue of Super Play issues 1 - 27 and a collection of tips books. Call weekends only and ask for Robin on 01572 724019.

● I need box and manual for US Zelda 3 (SNES) will pay £10. Also needed Mario World (US) with box and manual will pay £30. Call after 6pm on 0181 742 0253.

● Hey!! Wanted penpal aged around 14, interests Manga (comics, vids). Write to Andrew, 30 Elmtree Road, Streetly, Sutton Coldfield, West Midlands, B74 3RX.

● Wanted - Final Fantasy 1, 2 or 3 (US versions). Phone after 6pm, ask for Clint on 0151 256 1738.

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## 'AN UNSUSPECTING WORLD'

So Capcom are releasing another *Final Fight* and another *Mega Man* game. Why? You'd think their game designers/programmers have better ideas up their sleeves. Even in arcades their games look the same, with another *Street Fighter*, *Dark Stalkers*, *X-Men* sequel coming out every six months or so.

Maybe they would be better off moving onto the next generation machines and leaving all the other third parties to produce software that shows off the SNES instead of releasing games that are exactly the same. I suppose it didn't help when SNK took most of their programming staff, but that's still no excuse to release *Final Fight 3* and *Mega Man X3* onto an unsuspecting world.

Incidentally, I totally agree with Kevin Slaney's letter (issue 35) about dead ends in Nintendo games, even if they say they don't exist. There's one in *Final Fantasy III*. It happens when taking Mog through the Serpent Trench to learn the Water Mondo. It's possible to get trapped if you don't take the ship to the town of South Figaro – very annoying if you use only one save position.

**Mark Payne, Gravesend, Kent.**
Actually, we think *Street Fighter Alpha* isn't bad at all (though the less said about the *Movie* version, the better), but, yes, Capcom haven't yet gotten back on track as far as the SNES is concerned. They are indeed moving on to the PlayStation and Saturn (and the PC, if you can believe it), so you'll soon have no reason to grumble.

Getting stuck in a cartridge game was supposedly an impossibility, but we've heard numerous tales of it happening. It happens because playtesters have months instead of years to play their part in a game's production. With a game on the scale of *FFIII* it's inevitable that there be minor slips here and there. Be grateful it's not a PC you own.

## 'SEEN WITH JEFF MINTER'S'

So Nintendo doesn't see the UK as a market worth having a direct interest in – as demonstrated by the recent alleged ditching of Nintendo UK in favour of a third party. I was never a fan of the way Ninty UK handled things, but this is surely very bad news for Nintendo owners (or prospective ones) here, with delayed releases of both games and hardware. I doubt we'll ever see the Virtual Boy over here (which also happened to be the only bit of Nintendo hardware that I wouldn't mind owning).

So, the UK/European market is wide open for domination. Sega have tried with the Saturn, with early reports suggesting that sales have not been as hoped for. In step Sony. Sony already have some of the most impressive games on any home console, and those yet to be released, such as *Destruction Derby* and the beautiful *Wipeout* run full screen and almost full speed on PAL because they have been created in Britain. The same can be seen with Jeff Minter's *Tempest 2000* on the Jaguar.

**Rarufu Chiruton, Aberdeen (via the Internet)**

It's too early to judge how Nintendo's UK re-jig is going to affect the release of new consoles and software in this country: at present we can only believe Howard Lincoln's assurances that the decision is for the best.

The UK market is ready for a new generation of consoles, and when the NU64 arrives it'll be the one doing the dominating. Most of its software will be produced in the States and Japan (as is, of course, the case with the PlayStation and Saturn), so it'll behave similarly. Coded specifically for the PAL format, *Wipeout* and *Destruction Derby* do indeed run slightly slower (around 4% in *Wipeout's* case), but they also have small borders. Foreign-produced software, such as *Jumping Flash*, suffers in the same way as most PAL SNES games have, with significant borders and a bigger loss in running speed: the original coders in Japan are not bound to optimise a finished game's code to get it running 'properly' on a PAL machine.

With more and more gamers using SCART TVs, Nintendo would do well to offer some form of switchable display on the finished unit, and they might just surprise us yet.

## 'A HO HUM OPINION'

It's a well-known fact that NOA and NCL have always had a ho hum opinion of the UK market. They fob us off with an inferior version of the SNES and then leave us drooling for superior software for months on end while it does the rounds in the more lucrative markets of Japan and the USA. Some might argue that they only provide us with the absolute best – *Killer Instinct*, *DKC2* and eventually *Yoshi's Island*. And??? I don't know about you, but I like to have a choice of quality games. Where is the PAL version of *FFIII*? (It's now been out in the US for more than 12 months) And *Super Puyo Puyo*, finally Westernised as *Kirby's Avalanche*, is available in the States. Will it ever come here? It's looking bloody unlikely! *Secret Of Mana 2*? A PAL conversion? You'd have a better chance of finding a PlayStation for a fiver.

What are they doing to us?

**Dejected and Abandoned, Donaghmede, Ireland.**
What indeed. In fairness we've never been fobbed off with an inferior machine – it's the PAL TV standard that's the cause of the frustration. Blame John Logie Baird, or something.

## 'THRILL AS YOU DO'

Regarding both the 3D vs. 2D and ACM vs. traditional graphics debate, I think that 2D and traditional are by far the better.

3D does have a place in gaming but the argument isn't

### THE SUPER PLAY INTERESTING-O-METER

Street Fighter Alpha
Tony's new haircut
Talking to us via the Internet

**HOT**

**NOT**

Killer Instinct
Nintendo closing the UK office
John 'Dull' Austin

## KINDLY LEAVE THE STAGE

**Q** What's brown, smelly, and floats in space?
**A** The captain's log.
**Raymond O' Connor, Glashevin, Dublin**
**1/5**

**Q** What do you call a magician with no magic?
**A** Ian.
**Simon Baines, Newark, Notts.**
**3/5**

**Q** What's black and brown and looks good on a lawyer?
**A** A doberman pincher
**4/5**

**Q** How do you greet a lawyer with an IQ of 50?
**A** "Good morning your honour."
**3/5**
**Emmanuel Veloso, Portugal**

Get 5/10 or above for your joke and you win yourself something spesh. Kindly Leave The Stage, Super Play, 30 Monmouth Street, Bath BA1 2BW.

clear cut, not least because of the blurred edges that are forced perspective 3D, and the much underused isometric viewpoint. I think the place for 3D is in an arcade where you pay as much for a visual thrill as you do for the gameplay. I don't (yet) want to play 3D at home, and if a game like *Wildtrax* is the result then I think we should leave well alone. The thought of 3D *Final Fantasy*, too, is scary, quite honestly: on a cartridge the graphics will be nothing if not basic and I have visions of solid polygon buildings which make *Club Drive* look advanced. I think Square should continue with the *FFVI* route but make it bigger still and ever more interactive instead. 3D for its own sake is the first step PC CD-ROM interactive movies. A scary thought, agreed?

As for traditional graphics, look at *Donkey Kong Country* and *FFVI*. *FFVI* is better looking and I defy anyone to disagree. ACM is bland and lifeless and swallows up memory like it's going out of fashion. Which doesn't bode well for the size and depth of *Secret Of Evermore*, really, does it?
**Chris A., Royston, Herts.**
Until technology advances significantly – beyond even the capabilities of the NU64 – polygon-based 3D graphics will not be able to match what is possible in 2D images – the level of charm and subtlety on show in *Yoshi's Island*, for example, is something that can only be relayed in 2D.

Looking at Square's 3D efforts to date (see last issue), the difficulty in transferring well-established 2D images to effective 3D versions is especially evident.

Let's see what the Melvillester has to say on the subject; he's always good for an opinion...

## 'THE PINNACLE OF TALENT'

ACM graphics are very nice to look at and they often provide a good sense of realism. But *Yoshi's Island* has good graphics too, which are more artistic, more functional and more interactive. Graphics can look good or bad, the argument over ACM and traditional is a stupid one. The artist is the one who is better or worse. Rare are best at producing ACM-based graphics (well, they don't have much competition, do they? They're the only company who can afford to use ACM). Square are arguably at the pinnacle of talent when it comes to sprite-based graphics.

It's a matter of taste – I prefer the characters in *Secret Of Mana* to those of *Donkey Kong Country*. I also prefer the look of the *Killer Instinct*



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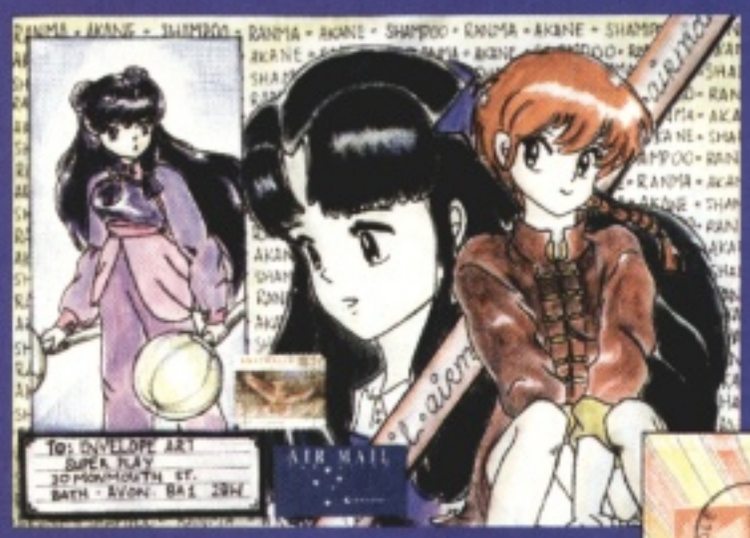


**Check out that funky stamp, er, philatelists. This fine art hails from NSW Australia from a town with a lovely name Toongabbie. Nice one, Sanny Andayati.**

**Cao Lee from Newark has drawn this portrait of the Ranma crew. Sales of the Wonderbra could be attributed to the heavy promotion of bras in this series.**

**Now, that's what we call a flaming fireball. In fact, we might pause for a moment to consider the poor burnt hands of our old postie. Ta, Matthew Blake from Poole.**

**Laura "C-KO" Watton from Halesowen is responsible for this distressingly cute watercolour of C-KO. But look at that boy's hair! Is he auditioning for the Monkees?**

WINNER

***Fatal Fury*** **by Glenn Jackson. Some *Super Play* goodies are in the post as a reward! Hasn't that girl got big gloves on?**

combatants to those in *Street Fighter II*. Proper 3D graphics are superior as a medium as they offer more interaction, so until the Ultra 64 arrives there will be no Nintendo graphics medium which is better than another. We have artists like Shigeru Miyamoto and then we have the sad shambles of THQ's artistic division. Talent not technology.

**Richard Melville, Exeter, Devon**

Not quite sure what you're driving at with the 'proper 3D equals more interaction' thing there, but you've hit on a point by saying it's down to personal preference. One more thing: Shigs doesn't actually get his brushes/paint packages out any more – it's the many other unsung heroes at NCL.

## 'BIT LIKE A MELON'

Chew-Z: very cool, smart idea, but in SP34, who is that guy in the *Ogre Battle* review? (Incidentally, did you know that Queen wrote a song of the same name around about 1970?) *(No, we didn't. – Ed)* Maybe he's just a one off, but maybe you could have a *Chew-Z* for each sort of game. You know, a puzzle game could have a Chew-Z with a huge brain, a bit like a melon; a fantasy/RPG could have that dude at the end of the *Ogre Battle* review; an action game could have... I don't know, a Chew-Z like Kyle Reese or something.

**Nick Gill, Lechlade, Gloucestershire.**

It's a fine idea. Now, let's see: beat-'em-ups, RPGs, puzzle games, platformers, flight sims, sports sims, driving games, shoot-'em-ups – that's eight categories for starters.

Hmm, four poses for each, that's 32 in all. How does that sound, Wil? Wil...? [Muffled sobs are audible from beneath a large pile of brushes, acrylic paints and cels.] Er, we'd probably better leave this one for the time being, Nick.

## 'DIGITISER, I FEEL'

Despite only reading *Super Play* because I won a subscription from *Digitiser*, I feel emotionally compelled to write to you. Let me tell you that no-one cares about *Yoshi's Island*. NOBODY CARES. At all. This crazy obsession ruins an otherwise good magazine.

**John 'Dull' Austin, Loughborough, Leics.**

Despite only reading your letter because you won a subscription from *Digitiser*, we feel emotionally compelled to answer you. Let us tell you that you demonstrate a shocking lack of savvy in the SNES department, and we're puzzled as to why you even bothered picking up a pen. Don't waste your time and ours again, there's a good chap.

## 'OLD GIMMER'

Being in my '70s, I am what one of your other readers (would probably term an 'old gimmer', but I regularly use a SNES, and have just completed *Yoshi's Island* (which, in my opinion – and I've been playing videogames for nearly 20 years – is even better than *Super Mario World*).

Anyway, I just wanted to congratulate you on the best videogames mag I've read for years – I haven't enjoyed a magazine so much since the late '80s.

My other point is regarding game music, and, more specifically, Tim Follin. I read in *Edge* a while back that he no longer wants to work on machines like the SNES, preferring instead to work on CD formats. Do you know what he's doing now?

**Mervyn Clark, Southampton**

Thanks for the kind words, and congratulations for being what we believe to be our oldest reader. Tim Follin co-produced the soundtrack for *Batman Returns* on the SNES, as it happens, so it appears that he hasn't forsaken us yet. Watch out for a feature on game music next issue, where we should be catching up with his movements.

## 'THIS FIELD SEEMS CRIMINAL'

I'm just wondering whether you lot, like me, were absolutely gutted to learn that the forthcoming SNES version of the classic PC shoot-'em-up *Doom* offers no potential whatsoever for any sort of multiplayer link-up.

As good as one-player *Doom* undoubtedly is, without multi-player the game offers only half the fun and half the experience of the original – something akin to *Super Bomberman* without the battle mode, if you will.

I'm not suggesting for a moment that anything nearly as grand as full eight-player network be attempted on a relatively humble SNES, but surely some sort of two-player (or possibly even four) set-up could have been feasible.

Multi-player environments represent a real future for videogames and for the SNES to be continually neglected in this field seems criminal.

**Tim Newman, Hinckley, Leics**

Yes, we were disappointed too, but wouldn't agree that the lack of such a facility effectively halves the amount of pleasure you can get out of the game; few people would claim *Doom*'s not a significantly better games than *Bomberman* as a one-player game.

A link-up cable system is certainly feasible, but if Nintendo haven't seen fit to produce one yet then they never will.

## 'MULTITAPS ARE PRETTY'

Just thought I would drop you a line to ask if you know of any plans for Nintendo to develop a machine-to-machine link-up facility. I have often wondered in the past why they have not developed such a capability – multitaps are pretty cool, but having four or even two players play at once on one screen severely limits the players', and the programmers' freedom. Perhaps an add on which allows a LAN type setup would be possible. I've heard of rumours that the Ultra 64 would have such a capability, and I hope they prove to be true, because I cannot imagine playing *Cruis'n USA* in a split screen environment, it just wouldn't work.

**Ramah Sakul, via the Internet**

We understand that there is something in the pipeline for the NU64. Sony are making a big deal about the PlayStation link-up cable for games such as *Destruction Derby*, and, because Nintendo intend to have them beaten on all counts, such a device is bound to appear. Watch this space for further details.

## 'AN ABSOLUTE DISASTER'

I am concerned. As a SNES freak I am worried that the Ultra 64 will cause the downfall of the mighty SNES. I would upgrade to an NU64, but I'm so attached to my SNES, I don't think I could. I'd buy one if lesser quality software houses didn't develop games for it, ensuring that a high percentage of the games were good, but that won't happen. In a year of the NU64 becoming available, do you think the SNES will become obsolete? This would be an absolute disaster as the SNES is such a magnificent machine.

**Daniel Shewan, North East Lincolnshire.**

There's no doubt that there will be early software for the NU64 which will be on the nob side – it happens to every machine, regardless of the machine's manufacturer's good intentions. The benefit of having Nintendo at the helm is that there'll be less of the cackular variety on the NU64 than on the PlayStation and Saturn (at least in the short term).

Hold on to your SNES. It still has a rosy future, and the best software it's ever seen is just beginning to come out.

## HIGHLIGHTS

'You spelt my surname wrongly'
**Vincent W. H. Chan, Whetstone, London**
Apologies about that, Vicnent.

'Today's hashed-out and bevvied-up youth want something more – even *Doom* isn't enough.'
**Neko, Rosyth, Fife.**
Does this include you, Nemo?

'Can I ask that everyone stops picking on Nintendo?'
**Lee Summerfield, Guildford, Surrey.**
You can ask.

'You said that you hope that not many people have got an Amstrad CPC'
**Ryan Stephenson, Abbots Langley, Herts.**
No, we said: 'those of you possessing a frighteningly in-depth knowledge of the Amstrad CPC (ulp – not many, we hope)'. And, anyway, lighten up.

'So, to anyone out there who likes RPGs I say, send off to Ann Simpson, Journey's End, 230 Thornbridge Ave., Great Barr, Birmingham. B42 2AL'
**Heather Bryant, Royston, Herts.**
That's enough blatant plugs, thank you.

## WRITE NOW!

The SNES world may cause you many a restless night, fraught with doubts and anxiety. Cast them aside a mo, and let the nation know your thoughts...

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# FINAL FANTASY FORUM

**Trouble with the Cult of Kefka? Have your best characters been moulinexed by the Magimaster? Then tarry ye here awhiles, young slubberdegullion.**

As promised, this month's column is for all those lost souls who've been soundly thrashed at the top of the Fanatic's Tower in *FFIII*. The easy way to climb the Tower is, of course, to equip Mog with the Moogle Charm and avoid all random monster encounters. **But for those of you forced or determined to fight it out the hard way, here are a few pointers.**

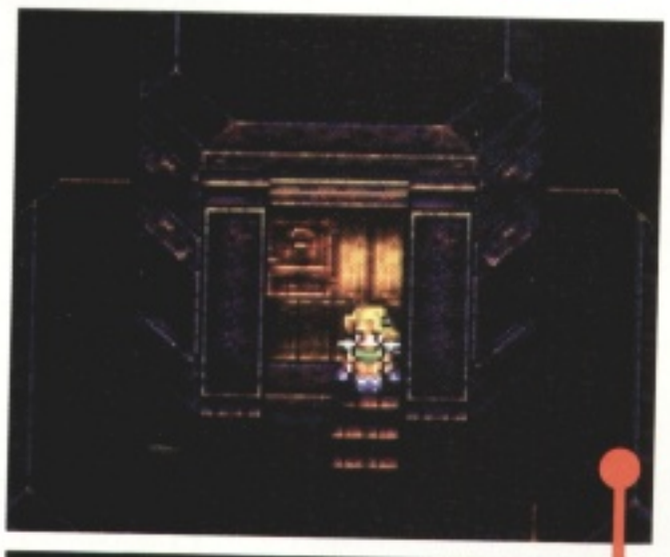
- Since you're not allowed to fight then Wall Rings are the recommended relic for all characters. Cast Wall on your opponent to prevent them healing themselves and reflect your attacks off your own Wall. Many of the creatures in the Tower are wise to this tactic, however, and spells such as Demi can't be reflected.
- Don't settle for the computer's 'optimum' choice of equipment: you'll find items like Force Armour and Tortoise Shields give you better Speed and Magic Defence. Indeed, with the right assortment of gear (Enhancer, White Cape, Man Eater, Bard's Hat, Mirage Vest, Mystery Veil, etc.) you can boost your Magical Block chances to near or even over 100%, causing spells to miss or bounce off.
- Unless you're all wearing Gaia Gear, casting Float on your party beforehand to avoid Quake magic should be second nature.
- Cast Berserk on your characters and they will be able to fight with weapons, albeit uncontrollably. If they're carrying Wall Rings then use a Vanish/Berserk combination to overcome it (preferably by the person carrying the Magimaster's Gem Box).
- The Osmose spell can be learnt from Shiva, the Esper found in the Magitek Facility. Use it to replenish your MPs en route, cast Cures between battles and you'll have a self-sufficient party. Since it's not reflectable, it can also be used to destroy difficult opponents like L.20 – the Tower's creatures cease to exist if you steal all their MPs.
- Don't attack the Magic Urns found in the Tower's rooms. It's unavoidable if Umaro is in your party, but they'll restore your status and magic points before they escape. L.80 Magics are also benign, casting cures and remedies on you, so if you're Wall-protected then use the Phantom esper to Vanish everyone.
- L.10 and L.50 are undead creatures, meaning they can be destroyed instantly with a Life spell or by using items such as Revivify and Fenix Down on them.

You'll gain plenty of MPs, but no EXP, in the Fanatic's Tower. Learn spells here.

Mog tries to infiltrate the cult (above).

Left: Boing! four Wall Rings will avoid confusion.

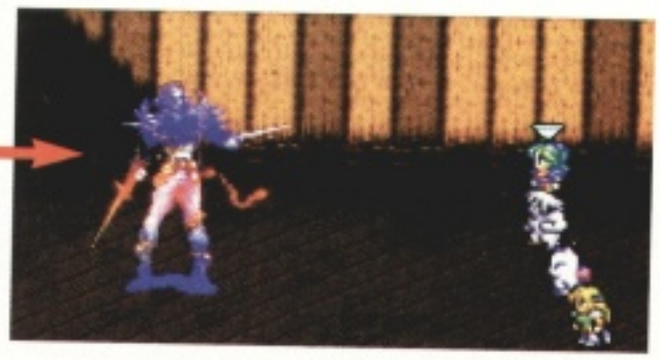
| Monster | HP/MP | Weakness |
|---|---|---|
| L.10 Magic | 1000/300 | Fire, Pearl, Cure |
| L.20 Magic | 2000/500 | None |
| L.30 Magic | 3000/700 | Poison |
| L.40 Magic | 4000/1000 | Lightning |
| L.50 Magic | 5000/2000 | Fire, Pearl, Cure |
| L.60 Magic | 6000/5000 | Fire |
| L.70 Magic | 7000/3000 | Ice, Water |
| L.80 Magic | 8000/2800 | Poison |
| L.90 Magic | 9000/9000 | None |
| Magic Urn | 100/10000 | None |
| Magimaster | 50000/50000 | Varies with Wallchange |



Don't leave this room until one of you has learnt the Life3 spell. There's no alternative.

The Magimaster appears when you leave the highest room with Kefka's Gem Box. His Wallchange barrier alters whenever he takes damage, but if you cast Berserk on him then he'll be stuck with one weakness detectable by Scan. If it's something you can't yet exploit – a weakness against Pearl, for instance – then cast Dispel, let his barrier change, cast Berserk and Scan again.

The sting in the Magimaster's tail is that upon his demise he inevitably retaliates with the Ultima spell. Unless one of your characters has over 5000 hit points, and possesses all of them when you beat him, you'll still lose the battle. What you really need to help survive his passing shot is the Life3 spell, which can be only be learnt from the Phoenix Esper in Locke's possession. Cast Life3 on any party member during the fight and they'll be revived automatically after Ultima takes its toll.



## TSUNAMI DROPPINGS

**Wai-Ming Man of London writes: "On *Secret of Mana*, I can't find the eighth weapon orb for the glove and axe, can you help me please?" Tricky one, this. In all the times we've played the game, we've never managed to make all the weapons reach their maximum level. The reason?**

According to Squaresoft, there's a minor game glitch – tsk, yes – which means that (for instance) some weapon orbs in the Grand Palace above the Sunken Continent can vanish or turn into Doom Swords if you don't grab the chests as soon as you see them. If anybody out there knows a technique for acquiring a full set of top weapons, now's the time to write to us and make yourself famous in the Forum.

However, many newcomers out there seem unaware that each weapon has a ninth level (see Mode 7, SP20). Whilst fighting your way through the monsters of the Mana Fortress, you'll find some of them leave chests containing rare items – including the ninth level weapon orbs. Theoretically, they look like this:

| Weapon | Game Description |
|---|---|
| Aura Glove | The top Glove! |
| Ninja's Trump | The top Boomerang! |
| Doom Axe | The top Axe! |
| Daedalus Lance | The top Spear! |
| Valkyrian | The top Javelin! |
| Gigas Flail | The top Whip! |
| Garuda Buster | The top Bow! |
| Mana Sword | The top Sword! |

In answer to James Earl's challenge of SP32, Daryl Stephens of Lancaster has found an Amulet Helm in a chest left by the National Scar. And on reflection, we now suspect that the Griffin Helm is the same item as the Cockatrice Cap, but that a different translation of the original Japanese name made its way into the manuals.

The National Scar spellbook and the Doom Sword (below). One's welcome, one isn't...

## PROFILES

# SABIN

To learn more about the history of this blue-blooded martial artist (Japanese name: Mash), place him and his brother Edgar in your party and rest for a night in Figaro Castle. The past will unfold before your eyes.

Although his Blitzes are powerful, Sabin is an equally formidable fighter when equipped with his claws. You'll find his best weapon, the Tiger Fang, in the caves south of the Veldt in the World of Ruin.

To learn his strongest Blitz, Sabin must seek out his old master Duncan. Look for a cross of five trees in the north of the World of Ruin, as the hut is hidden within it. Duncan's not as healthy as he used to be, but he can still keep up with the young bodybuilder for a spot of rooftop training. With some vigorous sparring he'll impart the knowledge of the Bum Rush, a spectacular Blitz that affects one enemy.

Here's a handy tip for all of those players who find Sabin's Blitz attacks difficult to perform. There are four alternative Blitz commands, which play on the fact that the game's special move recognition is extremely basic and only reads four directions (Up, Down, Left, Right). As long as you quickly but distinctly tap the following moves on the D-pad you'll fool the CPU into thinking you've been yoga-flaming like an *SFII* Grand Master.

| Blitz | Alternative |
|---|---|
| AuraBolt | D, D, L |
| Fire Dance | L, L, D, D, R |
| AirBlade | U, U, R, R, D, D, L |
| Bum Rush | L, L, U, U, R, R, D, D, L |

Note that Pummel, Suplex, Mantra and Spiraler already rely on distinct keypresses so they have no alternative commands.

The Bum Rush – guaranteed to flummox a frog. Sabin now works for Confuse-A-Cat.

"Er, sorry about your son Vargas, and all..."

All illustrations © Square Co .Ltd.

## SMELLS LIKE CHOCOBO

*FFIII* rumours are still causing a buzz all over the world. Is the traditional Square face hidden in the rock at Mt. Kolts, as Johan Gerrets of Holland believes? And is Siegfried's imposter none other than Locke? Laura Michel of Zapopan, Mexico thinks that the Siegfried you meet when following 'Gerad' and his gang of thieves has the eyes of the master thief (and who better to steal his clothes?). And just to confuse matters, Robert Coles of Doncaster points out that "Siegfried" has three different spellings in Ted Woolsey's translation...

More thanks to Gabriel Comeau of Canada, Tatsushi Nakao and MC Ng of Singapore. Send your Square-related hints, tips, questions and artwork to:

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# IRRESPONSIBLE pictures

"Take me from this cruel land," the princess begged as the last of her palace crumbled under the might of Psi-frog. "And don't forget those videos, I haven't reviewed them yet!"



## PROJECT A-KO #3

**Manga Video** — 12

56 minutes (dubbed) RRP: £8.99

**Do you consider all-out mecha warfare as an appropriate response to one who has muscled in on the boy or girl who you've got your eye on? If so, then you'll find the plot to *A-KO3: Cinderella Rhapsody* entirely reasonable at every turn. Me, I thought it was all daftness in the extreme.**

Of course, if you're into Manga you'll spot all the in-jokes, and the parody of this series will all make perfect sense, and I suspect, to get the most from this vid, you *do* need to know...

*Cinderella Rhapsody* is very girlie-girlie, with the plot focussing on A-KO and C-KO's (the C stands for cringe-worthy, apparently) friendship and shopping trips, so that A-KO can impress her dream hunk. Don't think much of him, mind you. Kei, as he is known, is a man of few words. How we even know what his name is is a mystery as the man only ever speaks to utter those immortal Manga lines consisting soley of the word "Hunh?!?". The man is patently an idiot. But still, we must bear with this... if only for the sake of the plot. B-KO in the mean time gets wind of these cosy little shopping trips and does her darnedest to scupper A-KO's dreams of rose-wreathed and misty romantic bliss.

But hang on, I can't say more for that would spoil the plot. What do I think of it? There's some nice animation and there's some naff. A cool, heavily jazz-laiden sepia-toned pool bar intro is a stark contrast in style to some of the backgrounds which remind you of architectural designs for 70s shopping precincts. The characters themselves come to life in their brightness, although for me, this is ruined by the irritating American dubbing. I feel particularly sorry for the C-KO's American voice actress – to be stuck with such freakish vocal chords must be a true disability in life. Fun, if silly.

**Alison Harper**

2 out of 5

## KISHIN HEIDAN Vol 3 & 4

**Pioneer LDCE** — PG

60 minutes each (subtitled) RRP: £12.99

**It isn't easy piloting a mecha, especially a wartime model that runs on turbines and valves. Only a select few, we're told, have the mental and physical potential to, er, pull some levers and flick switches. So when young Taishi finds it within himself to take temporary control of Kishin Thunder, they offer him the keys to the newly-built Kishin Four. Imagine that, your very own mobile suit, brilliant! Except that it won't budge until he recaptures an alien modulator in Nazi possession. Gah, there's always a catch...**

The appearance of Albert Einstein in Vol.3 marks the deeper side of *Kishin Heidan*. Yamada's rewriting of World War II, placing Japan on the side of the Allies, offers a fascinating glimpse into the national psyche: US atomic weaponry is brought to bear against the aliens but the Kishin heroes risk their lives to render it unnecessary.

Unfortunately, the plotholes grow bigger with each episode. Having your armed forces mobilised by a steam-driven battletrain is fraught enough; but the Kishin Express is somehow able to storm the Nazi/Alien island base because, believe it or not, the railway tracks lead across the water and right up to their front door. Could you also accept that the Nazis haven't, at any point, considered removing or sabotaging parts of the track (a few leaves should do it) until they need it themselves?

The development of the series in Vol.4 means that its conclusion feels anti-climactic. But this is the species of goshwow sci-fi that anime does best, and you'll be carried along happily enough by its ambitious set pieces. You know the dubbing is good when you don't notice it, and Pioneer's has remained almost invisible throughout. Coupled with its distinctive characterisation, varied design sensibilities and some stunning action scenes, *Kishin Heidan* is easily one of the best UK anime releases of the year.

**Zy Nicholson**

4 out of 5

## TENCHI MUYO! RYO-OHKI – Vol 4

**Pioneer LDCE** — 12

44 minutes (dubbed) RRP: £12.99

**Space girls eh, you gotta love 'em. With their rabbits that grow up to be spaceships and robots that look like giant logs. If you're not careful you'll find the house overrun by them. And they'll bring trouble too. Soon you'll find yourself fighting terrible outer-space villains and getting involved with the intergalactic police. Not an easy lifestyle for your average boy.**

Or at least that's what Tenchi found out in the episodes of *Tenchi Muyo!* leading up to this release. With all that's happened you might be wondering where the story can go, now that the threat of the mad professor Kagato is over. The answer, you might be surprised to learn, is in a surprisingly domesticated direction.

In the time-honoured manga and anime male fantasy tradition, Tenchi finds himself living with five (not unattractive by anime standards) young ladies all of whom, one way or another, crave his attentions. In Ryoko and Ayeka's case, their rivalry for Tenchi's love rapidly turns into an all-out war. Washu contents herself with using the hapless lad in some experiments whilst Mihoshi and Sasami just seem happy to be there.

You could equate this episode of *Tenchi Muyo!* with *Oh My Goddess* but there are some nice twists that stop the whole thing from floating too far into the sea of sentimentality. There's a nice parody on girls' romantic manga, when the two discover comics and try to use them to impress their would-be lover, and totally surreal happenings like hundreds of Ryo-Ohkis making off with carrots and changing back into crystals while still holding their vegetables!

It's a bit unfair to recommend this to anyone who hasn't seen any of the previous episodes even though the story doesn't necessarily follow on from what's gone before but this is another quality release from Pioneer. More, please.

**Wil Overton**

4 out of 5

# IP NEWSLINE

Well, you certainly couldn't get the meaning of Pioneer's new Japanese animation label wrong.

## Pioneer go for girls

Do you think that the UK anime market is just a wee bit stale? Is the negative press Japanese animation generally receives from the popular media actually warranted? Are we all obsessed with monsters, gore and violence?

Whether Pioneer LDCE agree with those opinions or not, they're making a concerted effort to break free from the 'for the boys' image that anime has gained for itself in the West by actively trying to get more of the fairer sex interested in what it sees as entertainment for everyone. With this new stance in mind, they've thrown free the shackles of their (let's be honest, rather business-like) LDCE name and reinvented themselves in the form of 'Anime Pioneer'. This new label will encompass all of Pioneer's animation-related projects and, it's hoped, will become synonymous with anime that's free of the X-rated excesses that have become the mainstay of the UK market recently.

To aid them in their quest to introduce the delights of Japanese animation to the girls, Pioneer have enlisted the help of three female anime enthusiasts. Each has written a small piece on why anime and manga appeals to them and what they think could be done to endear the medium to other women. The arguments that Lisa Tse, Autumn Robson and Lisa Munns put forward are persuasive. After all, even so-called 'boys' anime such as *Dominion Tank Police* and *Angel Cop* have females as strong lead characters, more than able to take the men on at their own game. But these are still action-orientated titles, they argue that what the market needs is the gentler, funnier side of anime. Shows like *Ranma 1/2* and *Oh! My Goddess* are hugely popular in Japan with boys and women alike, and, if someone would be prepared to start releasing those sorts of genres here (Anime Projects are already distributing *Goddess*), they might be pleasantly surprised. Of course, Pioneer are in an excellent position to tempt the ladies with their productions. Both their initial releases – *Moldiver* and *Tenchimuyo!* featured lead heroines and both rely on style and story rather than wall-to-wall action to carry them.

*Super Play* is always keen to see more girls become involved in what, we too, see as something everyone can appreciate. It's easy to draw parallels between the anime situation and video gaming which is also seen as a male dominated hobby. Companies who have tried to tap a potential girls' market with sad attempts like the *Barbie* game could do a lot worse than to look at what Pioneer are doing.

## Anime UK reborn!

*Super Play* has always had strong links with the anime and manga magazine *Anime UK*. After all, it was Wil who helped transform it from a fanzine to a proper magazine way back in 1992, and both Editor Helen McCarthy and writer Peter J.Evans have graced the pages of Anime World over the years. The one thing that always stopped *Anime UK* from becoming a 'proper' magazine was the fact that you could only get it in specialist shops, which may be alright if you're a die-hard fan, but think of all the potential readers who have only discovered Japanese animation from the shelves of their local video store. They might be totally unaware of huge fandom operating right under their very noses. Now, following a deal with Ashdown Publishing the magazine has had a full-colour overhaul, a bit of a name change and should be available at a newsagents near you now.

Of course, this doesn't mean that you can forget all about *Super Play*, but obviously a dedicated anime mag can tell you a lot more about the subject than we can. We wish *Anime FX* every success in the wild world of the newsstand.

At a newsagents near you now – the new look, new name *Anime FX*.

## VIDEO DIARY

### OCTOBER 1995

As the nights start to draw in and a young person's thoughts turn to staying in, cuddled up on the sofa with a cup of warm saki and their favourite anime, this is what those 'ever-eager to part you with your cash' video companies have on offer this month.

### MANGA VIDEO

**STREET FIGHTER II: The Animated Movie**
**MADOX – 01 Metal Skin Panic**
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### EAST 2 WEST

**BABEL II – The Beginning**

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### KISEKI FILMS

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(All three parts on one tape)

## KEKKOU KAMEN Vol 1 & 2

**East 2 West** — 18

50 minutes (dubbed) **RRP: £10.99**

**Good grief, how on earth do you rate this one? A superheroine who only wears boots, a mask and a scarf, wielding nunchukas with a high kick that'll raise the tone in the voice of any villain who falls foul of her. This is the sort of thing that the moral majority has an absolute field day with.**

Miyumi Takahashi has a rather unfortunate school life and chances are that Sparta College, where she attends, is not high on the government's list of approved schools. Staffed by teachers who like nothing more than dressing up in bondage-inspired Nazi uniforms and humiliating the pupils, things are tough on the students of principle Mr.Toecheese (ahem!). Lucky for them then that the mysterious Kekkou Kamen is around to fight for justice and, presumably, decent school dinners.

If this all sounds appallingly distasteful to you, then it's meant to. Author and artist Go Nagai was purposefully setting out to shock when he created the series, although he probably didn't consider how Kekkou would go down in the West. Wartime German imagery and the torture of young girls doesn't carry as much baggage with it in Japan as it does here.

However, things aren't all as bad as they seem. The sexual content in *Kekkou Kamen* pales beside that seen in releases such as *Legend of the Overfiend* and, if you do want something to compare it to, then the nearest UK release is probably Manga's *Ultimate Teacher*. This is a bawdy comedy full of the sort of perverse knicker-sniffing antics the Japanese find hilarious. I very much doubt that it will corrupt anyone.

The dubbing is average Western fare and the animation is fine. *Kekkou Kamen* is recommended if you really do find this sort of thing funny. But, be warned, your Mum isn't going to like it.

**Wil Overton**

3 out of 5

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